PRIMA'S
SECRETS
OF THE GAMES®
LIGHTHOUSE™
THE DARK BEING
THE OFFICIAL STRATEGY GUIDE
COREY SANDLER
...BECAUSE NAVIGATING THROUGH A
PARALLEL UNIVERSE IS DANGEROUS.
SIERRA®

ISBN 0-7615-0874-0

Lighthouse™ The Official Strategy Guide

NOW AVAILABLE FROM PRIMA

Computer Game Books

1942: The Pacific Air War—The Official Strategy Guide
The 11th Hour: The Official Strategy Guide
The 7th Guest: The Official Strategy Guide
Across the Rhine: The Official Strategy Guide
Alone in the Dark 3: The Official Strategy Guide
Angel Devoid: The Official Strategy Guide
Armored Fist: The Official Strategy Guide
Ascendancy: The Official Strategy Guide
Buried in Time: The Journeyman Project 2—The Official Strategy Guide
CD-ROM Games Secrets, Volume 1
CD-ROM Unauthorized Game Secrets, Volume 2
CD-ROM Classics
Caesar II: The Official Strategy Guide
Celtic Tales: Balor of the Evil Eye—The Official Strategy Guide
Civilization II The Official Strategy Guide
Command and Conquer Secrets and Solutions
Cyberia: The Official Strategy Guide
Cyberia^2 Resurrection: The Official Strategy Guide
Dark Seed II: The Official Strategy Guide
Descent: The Official Strategy Guide
Descent II: The Official Strategy Guide
DOOM Battlebook
DOOM II: The Official Strategy Guide
Dragon Lore: The Official Strategy Guide
Dungeon Master II: The Legend of Skullkeep—The Official Strategy Guide
Fleet Defender: The Official Strategy Guide
Frankenstein: Through the Eyes of the Monster—The Official Strategy Guide
Front Page Sports Football Pro '95: The Official Playbook
Fury^3: The Official Strategy Guide
Hell: A Cyberpunk Thriller—The Official Strategy Guide
Heretic: The Official Strategy Guide
I Have No Mouth and I Must Scream: The Official Strategy Guide
In The 1st Degree: The Official Strategy Guide
Kingdom: The Far Reaches—The Official Strategy Guide
King's Quest VII: The Unauthorized Strategy Guide
The Legend of Kyrandia: The Official Strategy Guide
Lords of Midnight: The Official Strategy Guide
Machiavelli the Prince: Official Secrets & Solutions
Marathon: The Official Strategy Guide
Master of Orion: The Official Strategy Guide
Master of Magic: The Official Strategy Guide
Mech Warrior 2: The Official Strategy Guide
Mech Warrior 2 Expansion Pack Secrets and Solutions
Microsoft Arcade: The Official Strategy Guide
Microsoft Flight Simulator 5.1: The Official Strategy Guide
Microsoft Golf: The Official Strategy Guide
Microsoft Space Simulator: The Official Strategy Guide
Might and Magic Compendium:
The Authorized Strategy Guide for Games I, II, III, and IV
Mission Critical: The Official Strategy Guide
Myst: The Official Strategy Guide, Revised Edition
Online Games: In-Depth Strategies and Secrets
Oregon Trail II: The Official Strategy Guide
Panzer General: The Official Strategy Guide
Perfect General II: The Official Strategy Guide
Power Pete: Official Secrets and Solutions
Prima's Playstation Game Secrets: The Unauthorized Strategy Guide
Prince of Persia: The Official Strategy Guide
Prisoner of Ice: The Official Strategy Guide
The Residents: Bad Day on the Midway—The Official Strategy Guide
Return to Zork Adventurer's Guide
Ripper: The Official Strategy Guide
Romance of the Three Kingdoms IV: Wall of Fire—The Official Strategy Guide
Shannara: The Official Strategy Guide
Sid Meier's Civilization, or Rome on 640K a Day
Sid Meier's Civilization II: The Official Strategy Guide
Sid Meier's Colonization: The Official Strategy Guide
SimCity 2000: Power, Politics, and Planning
SimEarth: The Official Strategy Guide
SimFarm Almanac: The Official Guide to SimFarm
SimIsle: The Official Strategy Guide
SimLife: The Official Strategy Guide
SimTower: The Official Strategy Guide
Stonekeep: The Official Strategy Guide
SubWar 2050: The Official Strategy Guide
Thunderscape: The Official Strategy Guide
TIE Fighter Collector's CD-ROM: The Official Strategy Guide
Under a Killing Moon: The Official Strategy Guide
WarCraft: Orcs & Humans Official Secrets & Solutions
WarCraft II: Tides of Darkness—The Official Strategy Guide
Warlords II Deluxe: The Official Strategy Guide
Werewolf Vs. Commanche: The Official Strategy Guide
Wing Commander I, II, and III: The Ultimate Strategy Guide
X-COM Terror From The Deep: The Official Strategy Guide
X-COM UFO Defense: The Official Strategy Guide
X-Wing Collector's CD-ROM: The Official Strategy Guide

Video Game Books

3DO Game Guide
Battle Arena Toshinden Game Secrets: The Unauthorized Edition
Behind the Scenes at Sega: The Making of a Video Game
Breath of Fire Authorized Game Secrets
Breath of Fire II Authorized Game Secrets
Complete Final Fantasy III Forbidden Game Secrets
Donkey Kong Country Game Secrets: The Unauthorized Edition
Donkey Kong Country 2—Diddy's Kong Quest Unauthorized Game Secrets
EA SPORTS Official Power Play Guide
Earthworm Jim Official Game Secrets
Earthworm Jim 2 Official Game Secrets
GEX: The Official Power Play Guide
King's Field Game Secrets Unauthorized
Killer Instinct Game Secrets: The Unauthorized Edition
Killer Instinct 2 Unauthorized Arcade Secrets
Mortal Kombat II Official Power Play Guide
Mortal Kombat 3 Official Arcade Secrets
Mortal Kombat 3 Official Power Play Guide
Ogre Battle: The March of the Black Queen—The Official Power Play Guide
PlayStation Game Secrets: The Unauthorized Edition, Vol. 1
Secret of Evermore: Authorized Power Play Guide
Secret of Mana Official Game Secrets
Sega Saturn Unauthorized Game Secrets
Street Fighter Alpha—Warriors' Dreams Unauthorized Game Secrets
Ultimate Mortal Kombat 3 Official Arcade Secrets
Urban Strike Official Power Play Guide, with Desert Strike & Jungle Strike

How to Order:

For information on quantity discounts contact the publisher: Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677-1260; (916) 632-4400. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. For individual orders, turn to the back of the book for more information.

Visit us online at http://www.primapublishing.com

Lighthouse™: The Official Strategy Guide

Corey Sandler
with original material by Jon Bock

Prima Publishing
Rocklin, California
(916) 632-4400

® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

PRIMA

® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1996 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Original characters are copyrighted characters of Sierra On-Line, Inc. Lighthouse is a trademark of Sierra On-Line, Inc. Unauthorized use is prohibited.

Project Editor: Lothlórien Baerenwald

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-0874-0
Library of Congress Catalog Card Number: 96-70077
Printed in the United States of America

96 97 98 99 DD 10 9 8 7 6 5 4 3 2 1

Table of Contents

Introduction vii

The Story 1
- The Story of the Lighthouse 2
- The Lighthouse 29
- Martin's Roost 42
- The Wreck 43
- The Island Fortress 47
- The Temple of the Ancient Machines 61
- The Dark Domain

The Answers to Your Queries 77
- Region 1: Hints 77
- Region 2: The Lighthouse 79
- Region 3: The Roost 83
- Region 4: The Wreck 90
- Region 5: The Island Fortress 91
- Region 6: The Temple of the Ancient Machines 94
- Region 7: The Dark Domain 97

The Walkthroughs 111
- Region 1: The Story Begins 111
- Region 2: The Lighthouse 113
- Region 3: The Parallel World 129
- Region 4: The Wreck 140
- Region 5: The Island Fortress 141
- Region 6: Temple of the Ancient Machines 146
- Region 7: Dark Domain 152
- Solving *Lighthouse* in 41 Easy Steps 161

An Interview with Jon Bock 165

The *Lighthouse* Team 173

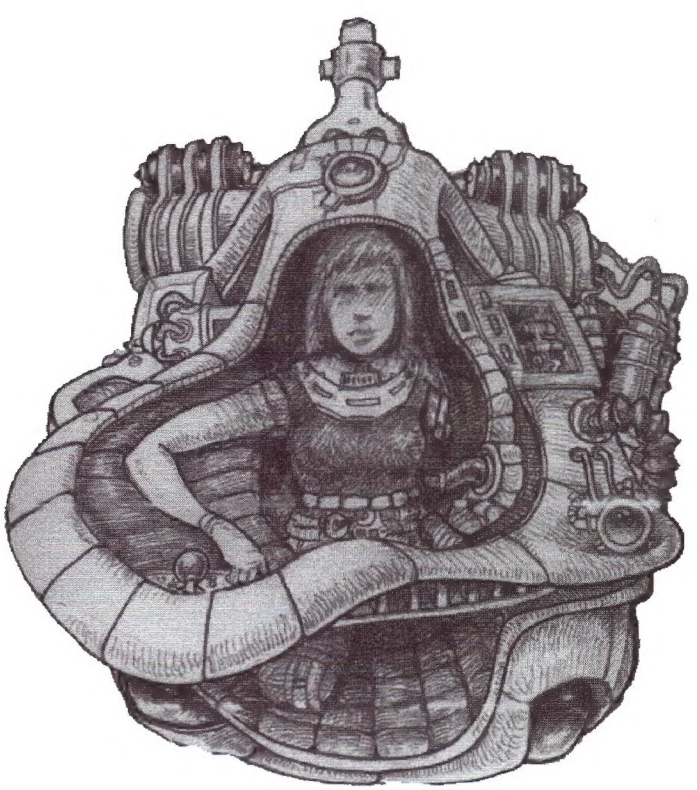
Dedication

To Janice, light of my life.

Acknowledgments

My beacons of light for this book at Sierra On-Line include Art Director Jon Bock, a young Renaissance man and the designer of Lighthouse, Project Manager Oliver Brelsford, and Tester Judy Crites. Thanks, too, to Scott Fasser for doing the deal.

On the publishing side, thanks to Willem Knibbe and Chris Zender for the original assignment.



Introduction

Is there any place more full of mystery, wonder, and dread than an old lighthouse?

Light is a sign of creation. "And God said," reads the Bible, "'Let there be light.'"

Darkness embodies the frustration in our lives. "Ships that pass in the night," wrote Henry Wadsworth Longfellow, are like us all on the ocean of life, where we pass with "only a look and a voice, then darkness again and a silence."

Finally there is the day of reckoning we all must face. Wrote poet Dylan Thomas, "Rage, rage, against the dying of the light."

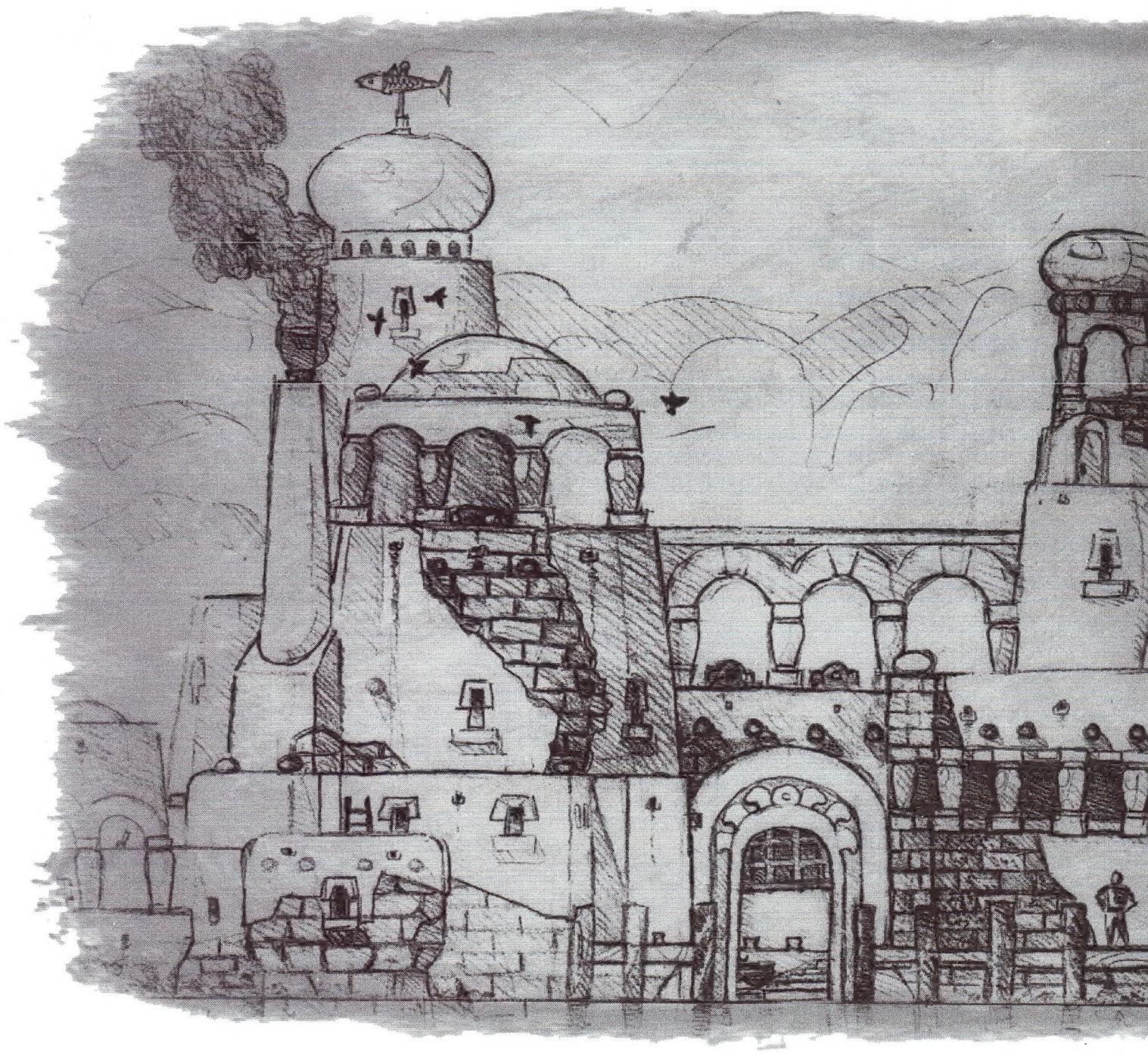
These are some of the themes that flash across the screen of your PC as you take on the role of the hero of *Lighthouse*. At first you are there to safeguard baby Amanda, but then you become her rescuer—and her father's—once they fall under the sway of the Dark Being. And finally, it all comes down to an epic struggle between the forces of Light and Dark.

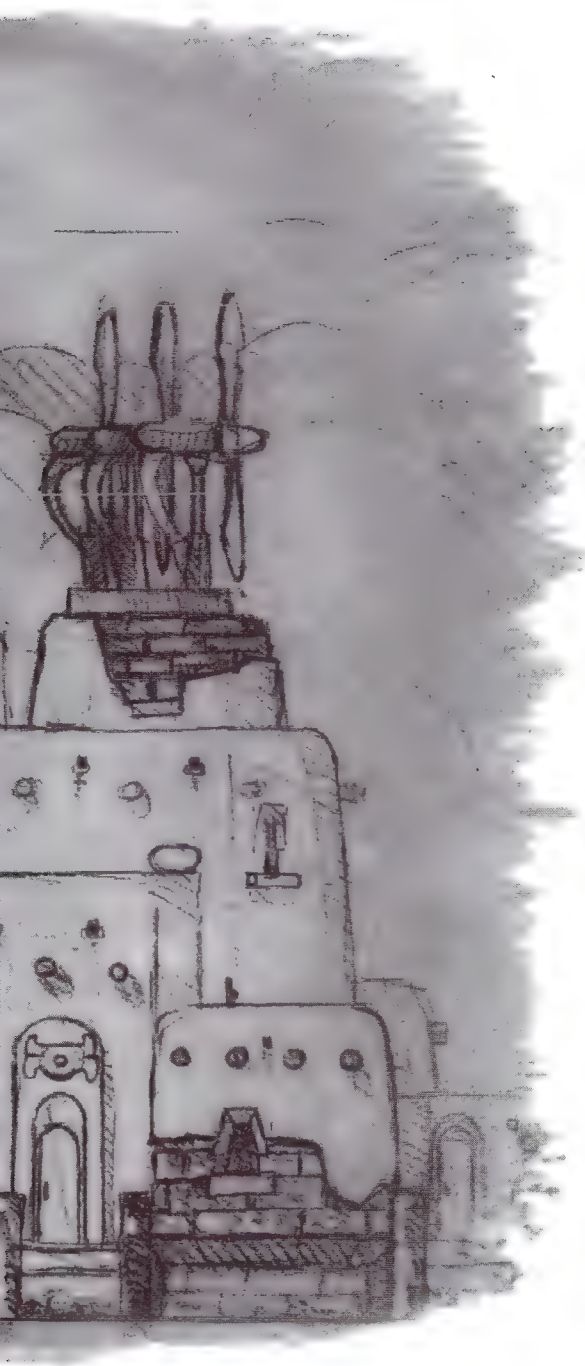
Can you prevent the Dark Being from triumphing in his world … and from permanently crossing the barrier to yours?

Lighthouse is a beautiful game, with state-of-the-art graphics and some of the most impressive computer effects you've yet seen on the monitor. It's also an intelligent game that puts almost all of its emphasis on problem- and puzzle-solving.

In this book, we offer you three different ways to look at *Lighthouse*. Chapter One is a detailed narrative of the game that covers all of the major events and puzzles. In it you will find nudges and hints. You will also notice Query boxes throughout the text. These are the problems that you may want outright solutions to, which you will find in Chapter Two. Chapter Three is a walkthrough that takes you step-by-step through all of the important events and challenges of the game.

You'll also find an interview with Jon Bock, the designer of the game who conjured this mystical universe in his head and then saw it through to completion as a multimedia game.





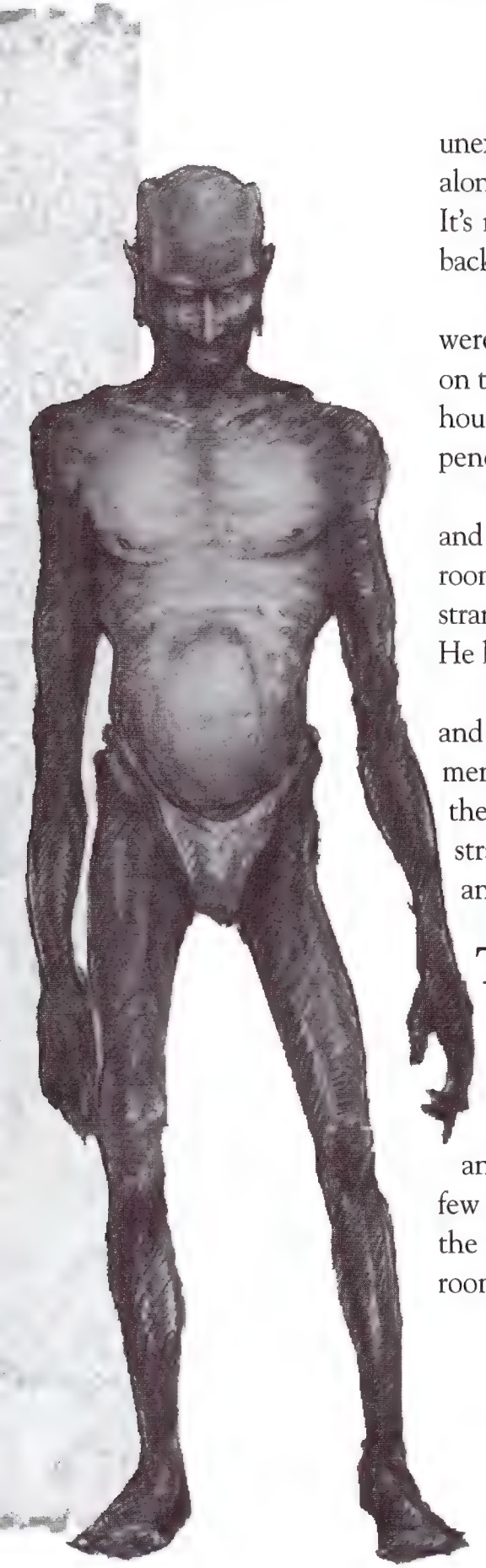
Chapter One: The Story

A LIGHTHOUSE CASTS brightness in places of darkness and peril. For a few brief moments it is a beacon of hope for travelers on the unforgiving sea, a warning away from the rocks, and a signpost to the way home.

And then the light moves on … returning the scene to threatening shadow.

The lighthouse is a symbol of strength, duty, and care … but also of desolate loneliness, obsession, and even madness.

You are an author, battling a case of writer's block at an isolated rented house along the rugged coast of Oregon. One evening you return home and find your answering machine blinking insistently. There's a call from mom and a different kind of nudge from your book editor. But the third message on the tape is much more serious—it's a desperate call from a friend, the eccentric physicist Dr. Jeremiah Krick, who lives with his baby daughter Amanda in a renovated lighthouse a few miles away.



Dr. Krick breathlessly informs you that there has been a sudden, unexplained emergency. He tells you he must leave his daughter alone and begs you to come down to the lighthouse to care for her. It's not the sort of message you can easily ignore, and so you head back out into the stormy night.

When you arrive at the house, Dr. Krick is missing. Just as you were warned, you find baby Amanda alone in her crib. You check on the girl for a moment and then set out to explore the rest of the house and the doctor's laboratory to try to figure out what has happened.

Suddenly the baby's happy gurglings change to screams of terror and you dash back to her crib. When you arrive back at the baby's room you see an impossibly thin, dark creature diving through a strange portal that seems to connect the nursery to another world. He holds poor Amanda as he leaves.

Like it or not, your task seems clear: You must find Amanda and her father. While you're searching for them, your other assignment is to recover Dr. Krick's blueprints, and in doing so, prevent the return of the Dark Being. To do this, you'll have to follow the strange creature through the portal and into whatever strange and threatening world lies on its other side.

The Story of the Lighthouse

Your adventure begins in the living room of your rented house. It's a small, comfortable cottage on the coast of Oregon.

Through the windows you can see the sheen of falling rain, and you can sense waves pounding the rocky coast below. Every few seconds, the lonely yellow beam of a lighthouse moves across the landscape, painting a momentary cone of brightness across the room from one side to another.

Lightning flashes grow stronger and stronger ... and then strike the lighthouse itself, leaving a strange blue glow at the top of the tower.

This is where you live, and the story of your life can be read in the furnishings and equipment found within the room. There are a couple of tables, a lamp, a coat rack, and a few chairs. A framed nature poster decorates one wall.

On one of the tables is a telephone answering machine. Within one of the drawers is your journal. Other interesting and important items are scattered about. Spend some time exploring everywhere, and take with you any item you imagine may be useful later on.

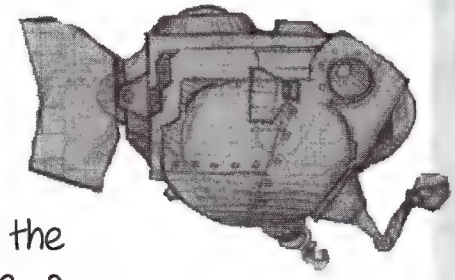
Query

How do I collect items I find as I explore?

You never know when you might need an umbrella like the one that hangs on the coat rack. Click on the bumbershoot to examine it. Click the button on its handle to open it; press the button that is then revealed to close it. Close the inset view to put the umbrella in your inventory.

The large table that holds the telephone also has a drawer. To get to the drawer, click on the chair that blocks the way and drag it out of the way. Now click on the drawer to open it, and then click on your personal journal within. Click again on each page when you have finished reading it to move on.

Here are the entries in your journal:



Jan. 10 -

I have decided to get a house on the coast for the summer. Being away from the city will give me a chance to clear my head, and get some work done on my story. I have been watching the papers, and I am going to go look at a place next week. I hope it will be the right one. I am anxious to settle in and have some time to myself.

Jan. 16 -

The house is perfect, and the rent is reasonable. I can move in at the beginning of April. There is a beautiful view of the coast, and it is five miles to the nearest town. There are some other houses in the area, but the coast is rugged, and there is a sense of peaceful seclusion.

April 14 -

It has been a hectic three months, but I am here at last. I unloaded the trailer yesterday, and I am busy with the details of moving in. I took a walk by the sea this morning. The shore is mostly rocky, but there are stretches of sand and pebble beach. I found a trail to the water, and enjoyed wading in the surf. This is a truly beautiful place. There is even an old lighthouse a mile or two down the coast.

Quest

Do I need to read every page of the journal?

May 3 -

I am settling into a routine, and I am beginning to write. I have met a few locals in town. People seem friendly, but tend to keep to themselves. The weather has been cold and wet, but I'm sure it will improve by summer.

Last night I was surprised to see that the light was operating at the lighthouse. It is an old place, and I thought it was out of service. Luckily it is far enough away not to be a distraction.

May 17 -

I have met the owner of the lighthouse. I was walking on the beach, and came across a man out with his baby daughter. His name is Jeremiah Krick, and he is some kind of a professor. He has purchased and renovated the lighthouse. He seems to be a fascinating

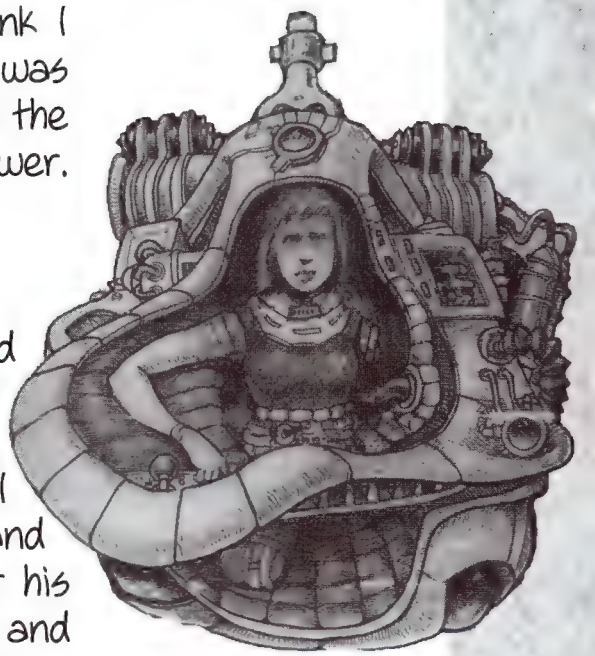
character. He has repaired the old light, and sometimes runs it on stormy nights.

May 30 -

My writing is progressing well, and the weather is warmer. I go to town twice a week for supplies. I saw Dr. Krick last Friday. He was with his daughter again. He calls her Mandy, but her real name is Amanda. He seemed glad to see me, but was in a hurry. He could only talk for a few minutes, but I held Mandy while he loaded his truck with bails of wire. In this isolated place it is good to find someone to talk to.

June 5 -

I awoke last night to lightning and thunder. It was late, but the weather was awe-inspiring. I sat up for more than an hour, and watched the storm. I think I saw Saint Elmo's fire at the lighthouse. The light was on when I awoke, but went off at the peak of the storm. I saw a bluish halo around the top of the tower. It lasted a few minutes, then faded away.

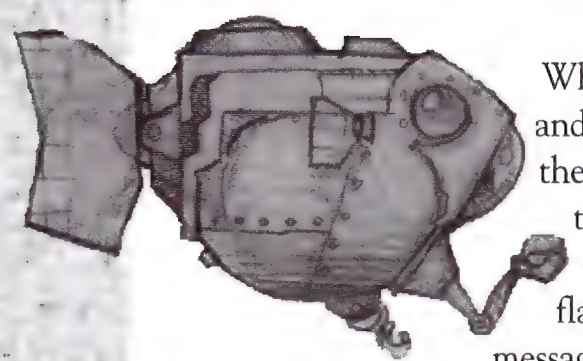


June 13 -

On my errands in town this morning, I bumped into Dr. Krick at the post office. Mandy was fussy so we went to the diner to get her some milk. We had a good talk over our coffee, though when I asked about his work, he gathered up the baby and left in such a hurry he forgot to leave money for his tab. I was happy to pay it, however, as Dr. Krick and his daughter provided the most pleasant company I've had in weeks.

June 21 -

I am listless and uninspired. I have taken to long walks exploring tide pools and coves nearby. It is hard to believe I am uninspired in such a beautiful place. For the last week I have been unable to write, but I know the story will come.



When you first arrive, you can move around the center room and the one to the right. The leftmost room, which includes the door to the outside, is not available to you until you read the journal and listen to the messages on the answering machine. Besides, the light on the answering machine will flash insistently until you play back its contents. Click on the message button to listen:

BEEP.

Hello, dear, it's your mother. It seems like we never hear from you anymore! Don't worry, your father and I are fine. When you get tired of living in that damp, chilly house, your room at home is still waiting for you! Make sure you're taking your vitamins and using that nice umbrella Aunt Selma gave you last Christmas. I love you! Bye!

BEEP.

Hello. Remember me? Your Editor? You're not answering your calls, are you? I'm getting tired of talking to a machine! I thought you'd be home writing but apparently you're not. You know I can't send you out that advance until I actually see some of that story you're working on! Call me back!

Query: Must I listen to all of the messages on the answering machine?

BEEP.

This is Jeremiah Krick. Something has happened … something horrible! I have to leave immediately! I don't know how long I'll be gone … Amanda is here at the lighthouse. I don't want to leave her alone … Please come right away. If you don't hear from me soon, it will mean that I have failed, and then?! God, I just can't think of that now! There is no time … I have no choice … Please, you're the only one who can help me! Come now!

It sounds like you have no choice but to leave your snug home and drive down the coast to the lighthouse to take care of your newfound friend's baby daughter. Who wouldn't? But there are a few other important assignments to accomplish before you leave. In fact, you can't get to the lighthouse without one of them.

Click on the decorative box on the table by the phone to examine its contents. You'll find a cigarette lighter within; put it in your inventory for later. You never know when you might need a light … or a fire.

Open the drawer in the small table to see what you can find. Inside is a pair of gloves, a sunglasses case, and buried beneath is a set of car keys. Do you suppose that means there's a car nearby?

An ominous bolt of lightning strikes the distant shoreline as you drive away.

The Lighthouse

The headlights of your car briefly illuminate the lighthouse as you navigate the twisty road to the doorway.

The house and the lighthouse to which it is attached are small and sturdy, built in the 1890s to withstand the rough weather of the coast. The oil-fired lighthouse went out of service in the 1950s, replaced by radar and larger electric lamps.

Orange light shines invitingly from the windows of the house attached to the lighthouse. But an eerie blue glow flickers from windows at the base of the lighthouse tower, and from the light chamber at the top of the lighthouse. A sizzling, crackling sound can be heard over the thunder and wind.

As your car comes to a stop, the blue glow begins to fade away. With a final burst of energy and an audible crackle the blue glow goes out … and at the same moment the lights in the house go dark.

Facing the house, you see a weather-beaten wooden fence, with a mailbox in the foreground; the pickup flag is up. It's a Federal offense to open someone else's mailbox and remove the mail, but hey—this is a virtual reality emergency!

Take the letter and put it in your inventory. You'll need to find a way to open it and read it; we're sure you'll find something really sharp later on.

Move the cursor around on the screen until it turns into a forward arrow, then click to move nearer to the house. Click again to go to the front door.

Query: I've picked up the keys to the car. How do I make it start?

Query: How do I win this game?

Entering the Lighthouse

Of course, the front door is locked. You can bang on the knocker all you want. No one will come.

But wait: Dr. Krick called you to come and take care of his infant daughter. He must have hidden a key around here somewhere, right? Explore everything, and everywhere. In fact, we suggest you explore outside the house before you go within.

The front porch has the usual collection of stuff we all seem to put on our porches: a couple of strange flowerpots, a floormat, a big sea shell, and a fish-thing. There is also a cage-like lantern to the left of the doorway. You don't suppose Dr. Krick has hidden the key inside or under one of them, do you?

When you find a key, it will drop into your inventory. Click on it and bring it to the close-up view of the front door lock. If you've got the right one it will open the door. Click on the forward arrow to move into the hallway, which will be pitch black. It must have been that lightning strike you saw as you drove up to the lighthouse—the circuit breakers have been tripped.

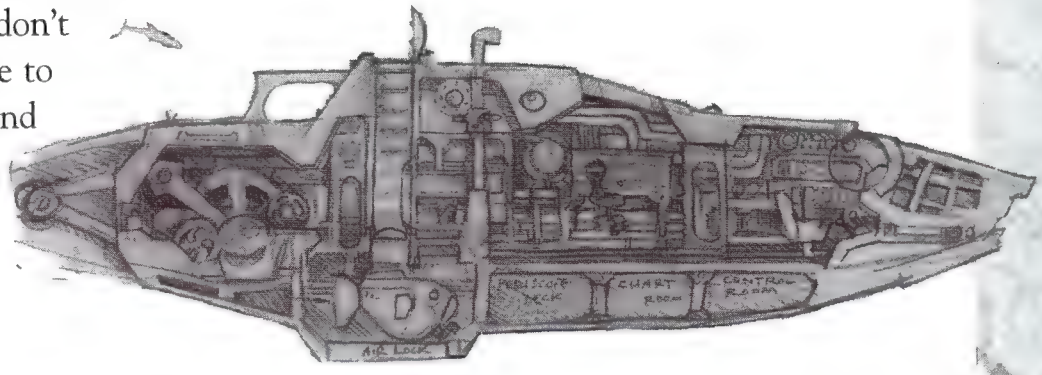
How do I find the key to the lighthouse that Dr. Krick has hidden?

Shortly after you step inside, an ominous bolt of lightning briefly illuminates the hallway. There is a crack of thunder and somewhere in the dark house Amanda stars crying. You're not going to be of much help until you can see your way around.

Don't say we didn't warn you. We suggested you explore outside the house first. Now you have to find a way to turn the power back on.

There's a shed attached to the right side of the house. Approach it by moving back toward your car and then turning around and heading to the right.

Of course, the shed is locked, too. Click on the padlock on the shed to bring it into a close-up view and then bring the proper key to it to open the lock. If you don't have the key, you'll have to find it somewhere around the house.



Query
Where is the key to the shed outside the lighthouse?

Once you've used the key on the lock, click again on the door to open it. You'll find the hot water heater for the house, some old tools and boxes, and most importantly, the circuit breaker box.

Go to a close-up view of the circuit breakers by clicking on the box, and click a second time to open its door. There are two small breaker switches and a single large switch. Resetting the first small switch turns on the house lights; resetting the second small switch sends power to the electric motor and the computer in the lab.

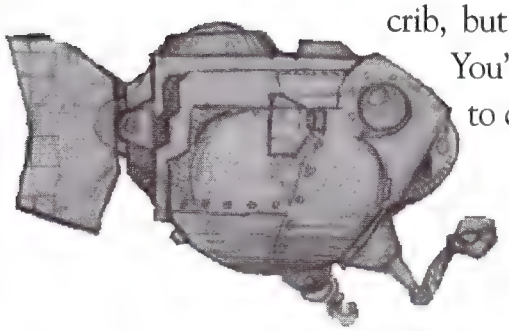
So far, so good. But anytime you try to reset the large switch, all you'll get will be a shower of sparks. The breaker will keep shutting off. There must be something else you should do.

Query
Why does the large circuit breaker keep shutting off?

While you're poking around in the shed, why don't you pick up the crowbar? This is the sort of tool that's always good to carry with you, sort of an extra-large Swiss Army Knife. (You'll be glad you have it with you when it comes time to break the lock on the trunk that contains the power modulation tubes in the tower lab, and to break the lock on the hatch to the light chambers in the tower lab. You have no idea what we're talking about here, do you? There's no reason you should yet. Just hang on to that crowbar.)

Now you can go around to the front door and enter the lit hallway to explore the house and check on the baby.

Amanda is your basic, cute one-year-old girl, capable of making a lot of noise and a bit of a mess, but otherwise completely dependent on others to move her around and tend to her needs. Sounds like a pretty good gig to us. She's happy to see you when you find her in the crib, but she'll start crying anytime she's poked or prodded. You've been around a lot of babies, right? Then find a way to quiet her down.



She's going to want the bottle of formula from the kitchen refrigerator, although the third time Amanda starts to cry there's a very different note in her voice—she's screaming in fear.

If you react quickly and return to her crib, you'll arrive to see poor Amanda in the arms of a strange humanoid creature. Its limbs are long, thin, and bony, and its features are small and hard to define. It's body is covered in mystical tattoos.

With an evil laugh, the creature leaps into a pulsing electrical disturbance that has opened in the room. It seems to be a portal into another world. If you hurry, you can enter the portal hot on the creature's tail. You've got about four minutes to react. If you hesitate, though, the portal will close and disappear.

If you're a bit slow in responding to Amanda's cries, the baby will disappear without a trace.

Query:
How do I quiet Amanda in her crib?

Following the Creature into the Portal

If you react quickly enough to dive into the portal, you'll find yourself in the Dark Domain on the trail of the strange being that has kidnapped Amanda. The other side of the portal lies in the strange being's gate device chamber.

Watch out for this guy. He's inside the dark tunnel and he may be laying in wait within.

Ouch! We told you so. You'll reawaken on the beach. When you walk out onto the pier you'll see the strange being rowing away.

Don't worry if you miss the open portal the first time around. Sooner or later you'll have to return to the lighthouse to continue your exploration anyway.

The lighthouse can be reached from the Temple, where someone you'll come to know as the Temple Ward will offer the use of the teleport beam, one of the mystical and powerful machines of the Temple.

If you are especially adventurous, you may be able to use the strange being's gate device to return to the lighthouse.

Exploring the House

Sooner or later, though, you're going to need to explore the lighthouse and its living quarters. There are some clues to what has happened to Dr. Krick, and just as importantly, there are quite a few important items you will need to collect in order to successfully explore the other side of the portal. In fact, there's not a chance of rescuing Dr. Krick and baby Amanda without them.

Explore everywhere and take anything that is not nailed down. You can sort out your inventory later on.

The Oil Room

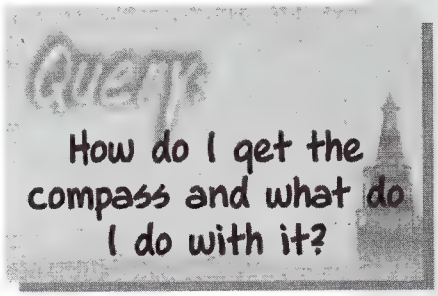
The old keepers stored lamp oil for the light here. The metal tank that held the oil and some of the piping that fed it to the light are still in place.

It is now the living room, dining area, and kitchen for Dr. Krick's residence. The room is comfortable but cluttered. There's an easy chair by the fireplace, a small table with a reading lamp, and a small glass bookcase against the wall.

There's a small table for a TV, but the television is gone. It looks as if it has been recently stolen.

The kitchen counter serves as a dining area. There's a chair for Dr. Krick and a high chair for Amanda. There's a refrigerator, inside of which you'll find some old cardboard Chinese food cartons and the baby's formula bottle. On the counter you'll find some more of Dr. Krick's scattered notes. You'll want a complete set.

In the bookcase you'll find an ornate compass with a protective hinged cover. It's always a good thing to know which direction you're going, especially in a parallel world.

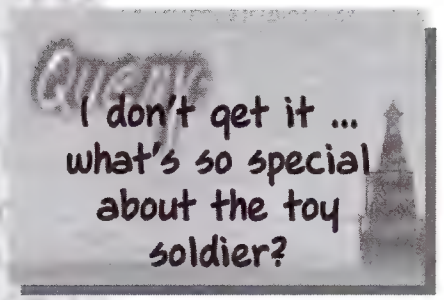


The Bedroom

The bedroom contains Dr. Krick's bed and the crib for baby Amanda. The room is furnished with a scatter of toys and baby things.

While you're stealing from innocent babies, grab hold of the little toy soldier in Amanda's room. Examine it in a close-up view … it might wind up to be a key item, if you catch our hint.

You'll also find some of Dr. Krick's scattered notes on the bedside table.



The Study

The study is a comfortable room with an ocean view, built-in bookshelves, a rolltop desk with a heavy wooden chair, and a wooden display case. Hidden behind the books is a safe, which contains Dr. Krick's notebook and an incomplete set of notes.

The Display Case

The display case in the study holds items Dr. Krick brought back from the parallel world, including a tiny golden sparrow created by the inventor at the Roost to control the mechanical hawks of his realm. Also in the case are some seashells and some shiny baubles. Don't worry about what you'll do with a bird and baubles; put them in your bag for later.

Click on the objects on the shelf to see if there's anything useful. Clicking on the bird puts it in your inventory. Clicking on the bird in your inventory causes a rotating close-up of the sparrow to appear. Pick up the two teardrop shaped jewels on the second shelf. They'll come in handy when you least expect it.

The Rolltop Desk

To open the desk, click on its slatted wooden cover. When the top is up, you'll be able to see the inventor's puzzle box. Click on the puzzle box to display a close-up view of the box. You can't take the puzzle with you; you'll have to solve it in place and you might as well leave it

where it is for the moment. You can try and solve it if you want to, but there's something missing that will stop you before you reach the end!

Clicking on the drawer in the desk opens a close-up view of the drawer. Within the drawer is a letter opener. Know of any letters that still need to be opened?

Well of course you do: the envelope you removed from the mailbox outside of the lighthouse. It's from Dr. Krick to his lawyer.

Sydney:

Something urgent has arisen and I must leave immediately. In the event that anything should happen to my person please see that Amanda receives my last will and testament. You will find it in the safe in my study.

Sincerely,
Dr. Jeremiah Krick

And there are a few numbers written at the bottom of the page. What could they mean?

Dr. Krick's Notes

Dr. Krick's disorganized notes are scattered about in various places back at the lighthouse. The notebook that is intended to hold them also contains the scientist's sketches of the device to open the portal, as well as a drawing of the strange being.

Query: Where did Dr. Krick hide his notes in the lighthouse?

To find the safe, you'll have to move some of the books on the bookshelf by clicking on them to place them elsewhere. Once the safe is in view, you can click on it to bring forth a close-up display of the combination lock. The safe is locked, of course, and you'll need the combination to open the tumblers. Do you suppose you already have the combination somewhere?

Enter the numbers by spinning the dial right-left-right to the proper setting, just like a real combination lock. If you know how to open a real one, you can open this one.

Spin the lock to the right, passing the first number, then stop on it on the next pass. Spin the dial left past the first number and stop on the second number. Spin the dial back to the right, stopping on the third number. The dial will disappear when you have the combination correct. Click on the safe handle to open the safe.

Bring the notes to the notebook as you find them.

Query: I give up. How do I find the combination to the safe in the lighthouse?

April 12, 8am

In unpacking a recent shipment of books from the University, I came across an arcane work entitled The Gödel Universe. Browsing through it idly, I was surprised to discover a theory about the space-time continuum that today's theoretical physicists have either forgotten or ignored.

Gödel's theory is based on a group of motions of Bianchi type VIII, in which the invariant varieties for the motions are three-dimensional hypersurfaces containing null and time-like lines (i.e. the orthogonals to these hypersurfaces are space-like). However, the Gödel universe admits a four-parameter group in which the Bianchi type VIII is an invariant subgroup,

Page 31

thus revealing a universe both homogeneous and stationary. This stationary characteristic makes the model unsuitable for a representation of the universe as we know it.

Gödel's hypothesis ends there, but I think it may apply to my own research on distortions in space. If our universe may be compared to a single sheet of paper, then with the proper bending of that sheet, any two points in space, no matter what the linear distance between them, may be brought into proximity, enabling instantaneous travel over distances of many light years. My theory, that electricity focused through a Fresnel lens would create just such a proximity point, is supported by Gödel's model. I will incorporate it into future calculations.

Page 32

April 29, 11pm

Modified the algorithm to include Gödel's theory and focused the Fresnel lens accordingly. The storm is supposed to move in sometime after midnight. I will wait up for it though these late nights are taking their toll. Hopefully this storm will be intense and the lightning rod will attract a bolt. If the power modulation tube can withstand the initial blast of energy, it should regulate the flow through the Fresnel lens which, in turn, will focus it directly into the portal. Maybe this time I will get some conclusive results.

Page 49

April 30, 7am

Something unexpected and quite remarkable!

The storm hit after midnight, and peaked shortly before 5:00 am. The lightning was frequent and directly overhead. The energy cells charged quickly to maximum capacity. At 5:25, I made some adjustments to the power modulation parameters and turned on the machine. The Fresnel lens focused the massive waves of energy passing through the device, and as I had predicted, a distortion in space occurred before the device. To my amazement the distortion began to deform. I stared in disbelief as the anomaly I had created burst like a bubble, revealing a portal in the fabric of space.

Through the portal I caught a glimpse of a rugged land, possibly a rocky shore as I thought I saw water in the distance. Certainly no place around here, no place I have ever seen before. After just a few moments, a sudden power surge collapsed the energy field and blew the fuses.

Page 52

Stunned by what I had seen, I sat in the dark, thinking and listening to the diminishing rain. Amanda's waking cry finally brought me to my senses.

I do not understand what I have witnessed. The only explanation I can devise is that if indeed our universe is as a single sheet of paper, then there may be other sheets (or universes) layered with our own. If the portal caused the space-time continuum to fold, another universe may have been crumpled up alongside of this one.

I must continue my experiments in this uncharted territory and hope for enlightenment somewhere along the way. My first task will be to modify the energy consumption so that I can control the gate and increase the time it stays open.

Page 53

May 2, 9pm

I have had limited success modulating the power supply, and I am unsure how to stabilize the gate. An hour ago, I programmed the gate to stay open for six minutes. It opened and I stepped through. The sensation was strange but not painful. I felt a strong pulling force as if my body was stretching like saltwater taffy. The light brightened to an intense glare. My eyes blurred with tears, distorting shapes and colors.

Gradually the pulling subsided and my vision cleared. I found myself standing on the rocky shore I had seen through the portal. I turned and, much to my reassurance, saw the portal still open behind me. A large body of water was just visible at the foot of a narrow path.

Page 58

I heard the muffled roar of the surf though I was too far away to see the waves. Bending down, I picked up a rock. It seemed solid enough. Affected by a sudden nervousness, I dropped the rock and went back through the portal. This time the sensation was one of being pushed, almost violently, and I stumbled and fell to my knees on the laboratory floor.

Page 59

May 11, 3pm

Today I opened the gate and was about to begin modifications when a figure suddenly appeared on the other side. It was bipedal and roughly shaped and sized like a man, though impossibly thin with long limbs. I was startled and prepared to shut down the device, but the creature made no move toward me, just peered curiously, first at the portal and then at myself. Its eyes were small and intelligent, almost mischievous, but there was no malice in them. We stared at each other for as long as a minute, then it turned and loped out of my view.

This visitation confirms a growing suspicion that I have discovered some kind of parallel universe, for the creature is of a species not to be found upon this earth.

Page 63

May 19, 11am

Today the creature returned. He approached the portal cautiously, sniffed it, then reached out with a finger as black and gnarled as a burnt twig. Testing the limits of his boldness, I beckoned him to come over. In a single bound, the creature was through the portal. He crouched before me looking like nothing so much as a giant spider. I noticed strange geometric tattoos on his chest and upper arms.

I watched him carefully for the duration of his visit, but all he did was peer inquisitively at the equipment. Twice, when a particular device caught his interest, he glanced at me as if asking a question. His behavior almost made me laugh, as his furrowed black brow and tapering fingers made me think of a monkey exploring a new cage.

Page 72

When the energy levels approached instability, I coughed once to get the creature's attention and pointed to the portal. Apparently understanding my meaning, he took one last look around the laboratory, then went to the portal and stepped through. I just had time to see him safely on the other side before the power supply collapsed and the lights went out.

Page 73

May 25, 6pm

Perhaps I have been unwise in allowing the creature frequent access to my laboratory. Our mutual curiosity seemed reason enough at the time, but now I am uncertain. Since his first appearance, the creature has been waiting for me every time I activate the portal into his world. He would watch me work or study the equipment, but he never touched anything or interfered in any way.

I must have become accustomed to his presence because today, after opening the gate and watching the creature cross over, I focused my attention on my work. When I looked up from the computer, he was gone. Upon examining my equipment, I discovered that a power modulation tube was missing.

Page 79

Although the tubes are expensive, I have several spares, so the loss is not too serious. I am concerned the creature's motivation may go beyond mere curiosity. Though his action does not necessitate curtailment of my experiments, I will restrict his access to my laboratory.

Page 80

May 27, 3am

I have built a cage around the portal so that the creature cannot wander freely about the lab. When I opened the portal earlier this evening, he was not waiting on the other side. No doubt he realized that I must have learned of his thievery and hesitated to show himself again. I pretended to be absorbed in my work.

After a few minutes I caught a peripheral glimpse of a shadow crossing the portal into the cage. I turned toward him. The creature did not appear disturbed by the cage. He crouched on his haunches and stared at me without expression. Though I felt uneasy, I forced myself back to work.

The minutes passed slowly. Finally it was time to shut off the power to the gate. When I reached for the switch, the creature leapt across the portal. Obviously he understands some of what I do, and knew his escape route was threatened. We have been unable to communicate, but I am beginning to think there may be deeper, more devious aspects to his intelligence.

Page 81

June 14, 2pm

It has been over a week since I last saw the creature. He has returned less often since I built the cage over the portal. I am continuing my work to stabilize the energy field, thus far without success.

Now that I am not constantly watched by the creature, I have a revitalized energy enabling me to work straight through most nights. The lack of sleep makes me irritable, a mood that must be contagious as Mandy is unusually ill-tempered as well. I'm sure our new neighbor must think us both a bit peculiar, though our infrequent exchanges have been pleasant enough.

Since Diana's death, I have had little interest in such things as friends. Perhaps that is not entirely healthy, though now I have no time for such thoughts. I digress, probably due to my long hours. Hopefully I will soon have results to show for my labors.

Page 92

July 1, 4pm

I have just returned from the other side. As on the previous test run, the portal stayed open for almost an hour, convincing me that my most recent modifications to the power modulation tube were successful. On this last trip I extended my explorations, following the path until I came to a tall building some distance down the rocky coast.

Approaching the tower, I was surprised to hear a voice call to me from a high window. I looked up to see a man waving excitedly. To my surprise I could understand his speech. He invited me to come up at once!

Page 116

July 1, cont.

Thus I made the acquaintance of another inhabitant in what I have come to think of as a parallel world. The eccentric old man turned out to be an inventor of strange, animated contraptions. We sat in his workshop surrounded by mechanical odds and ends. His talk rambled from subject to subject in a disjointed manner I could not entirely follow. Several times he mentioned a "Dark Being" whom he feared and warned me about in gibbered, broken words. I believe it is the creature from the beach. Much of his rambling I was unable to comprehend. As I prepared to return to the portal, he suddenly began rooting among an assortment of gadgetry. After a few moments, the inventor revealed an intricate, decorative box. To my surprise, he pressed it upon me with the utmost urgency.

Page 117

Who is Dr. Krick?
Jeremiah Krick, an eccentric physics professor, is working on secret research in his private lab at the old lighthouse down a winding road two miles along the coast from your rented summer cottage.

In his early 40s, Dr. Krick is a handsome man despite his pale complexion from too many hours spent in a dark laboratory. Dr. Krick's wife, Diana, died soon after childbirth. Since her death, he has worked in seclusion at the lighthouse, driving away his sorrow with his research and the job of caring for his baby daughter, Amanda.

His research in theoretical physics and properties of the space-time continuum was directed toward creating a distortion of space that would allow a spacecraft to travel long distances in an instant.

The inventor is obviously deranged, though his inventions indicate genius as well. His strange behavior made me fear for my safety. I felt a sudden, urgent desire to return to the portal and so, thanking him for his gift, I departed.

The return to this world was uneventful, but I am troubled. Just what was the inventor trying to tell me? I have examined the box closely, and have opened two of its inner panels, but I am unable to continue further.

Page 118

July 7, 11pm

A breakthrough! I added a new parameter which eliminated the instability factor. The equation now allows for the possibility of a permanent gateway, stable for an indefinite period of time. I am feeling ill, and I am afraid my lack of sleep is clouding my judgment. The final modifications on the equipment must keep until tomorrow morning.

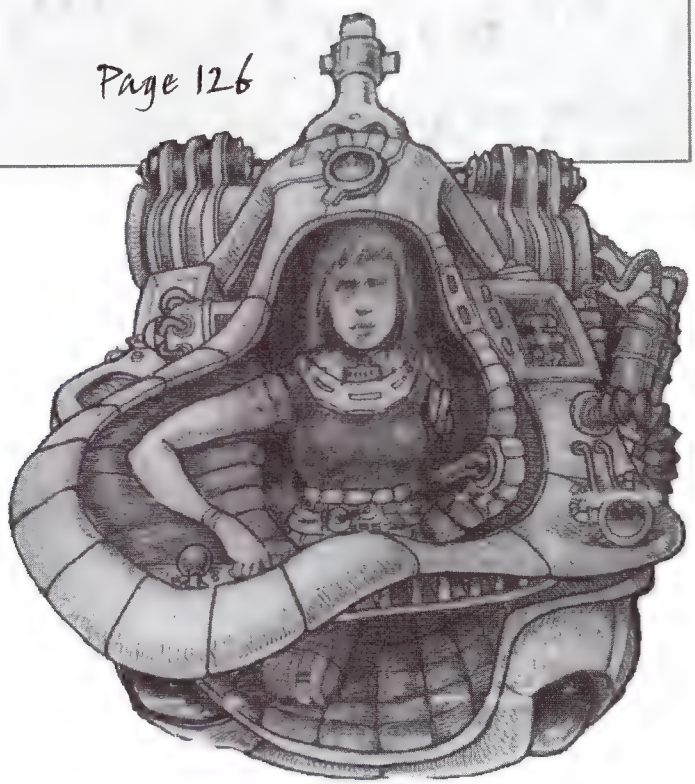
Page 125

July 7, 2am

My worst fears have come true! The Dark Being has somehow copied my device, and has created its own portal between the worlds. I awoke to the unmistakable electric snap of the portal closing. That thing has been in the lab. It has stolen more equipment and, to my horror, my blueprints for the gate device! I am such a fool!

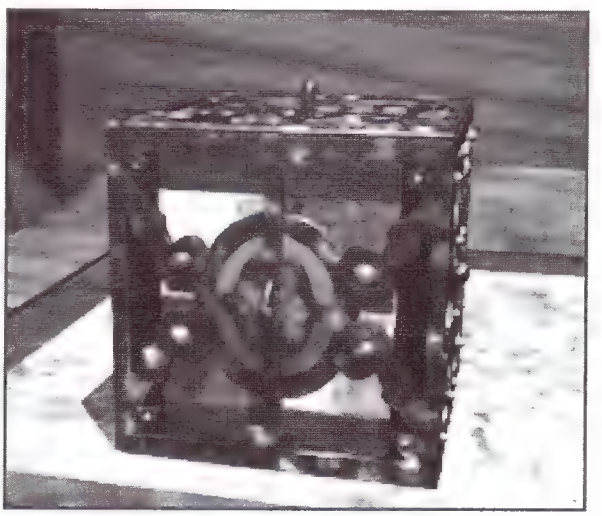
I am preparing to follow it through. I will only have an hour before the gate closes, and I do not know where the creature has gone. I have been so blind...doing nothing while it has schemed to steal my invention! I must stop it! I must destroy its gateway into our world. Dear God, let me be in time!

Page 126



One day, in the chilly hours of dawn, as he adjusted the parameters on his equipment, an ephemeral doorway appeared in his laboratory. On the other side of the portal he could see a rugged land. In that instant, Dr. Krick realized that quite accidentally his work had led him to find a way to open a portal between our world and a parallel world.

Unfortunately, a sinister creature from the other side has stolen Dr. Krick's invention. The physicist was forced to leave his baby unattended in order to chase after his invention and prevent the Dark Being from using it. The creature cam back to steal the baby, and now both Dr. Krick and Amanda are stranded on the other side of the portal.



The Puzzle Box

In the rolltop desk in the study, you'll find the ornate metal puzzle box given to Dr. Krick for safekeeping by the inventor at the Roost. Within the box—if you can get to it—is a crystal bottle that is the heart of the device that will defeat the Dark Being.

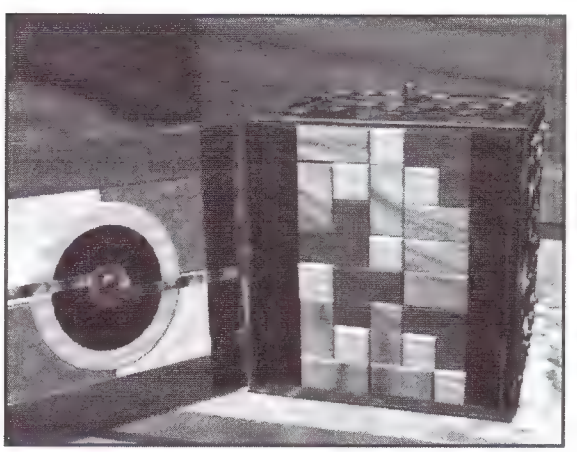
Opening the box involves manipulating this mysterious, finely crafted cube, and finding your way to it's center. You can't put the puzzle box into your inventory; it must be solved on the desk where it sits.

Query:
How do I open the puzzle box?

Opening a Portal in the House

If you miss your chance to follow the Dark Being through the portal in the bedroom, or if you have returned from your short and inconclusive first visit to the parallel world, you will have to find a way to open the portal yourself using Dr. Krick's lab device.

Dr. Krick's lab is on the ground floor of the lighthouse. As you would imagine with a lighthouse, the room is circular. A wooden staircase leads up to a platform below the light chamber, and a ladder leads from there to the light chamber itself. The gate device towers above the center of the floor. A mass of cables and ropes rises from the device to the modified Fresnel lens suspended 15 feet above the floor.



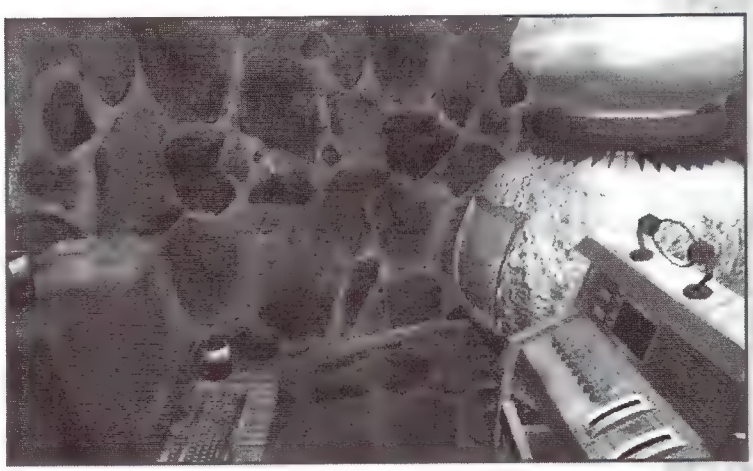
Ah, but before you can enter the lab you'll have to open the heavy steel door at the end of the hall. To open the door, you must find the code to the door's digital keypad. Look through Dr. Krick's notes carefully. Maybe he jotted it down somewhere in case he forgot.

How do I figure out the code for the digital lock on the lab?

The lab is cluttered with workbenches covered with an assortment of exotic machine parts and tools. A super computer, monitor, and keyboard take up part of the room. The monitor blinks with an error message.

The Gate Device

Of course, you've got just a single overriding interest in the contents of Dr. Krick's lab: the device that opens a gate to a parallel universe.



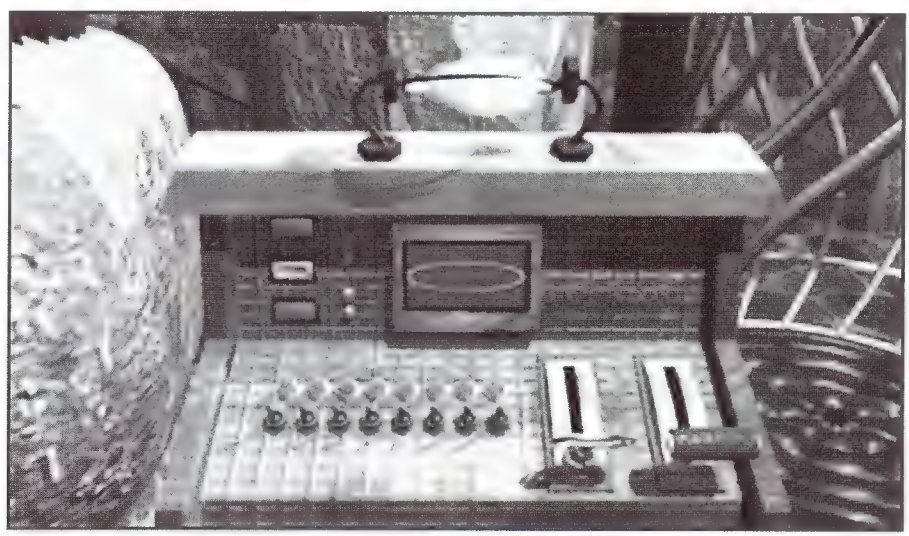
The device and its controls dominate the lighthouse tower. Some of the lights and displays on the device are active. (You did turn on the second small breaker switch outside in the shed, right?)

The bad news is that the device was damaged by the power surges created by the gate each time it opens.

Query: How do I open the padlock on the hatch to the light chamber?

First things first. Collect the replacement modulation tubes. Search everywhere—the modulation tubes are in a locked metal trunk. Can't find the key? Use a more forceful method!

Don't let a little thing like a padlock on the hatch to the light chamber stop you. Use your crowbar to get some results! Hit it until you break the lock! When you go through the trap door, you'll be close to the heart of Dr. Krick's portal device, the Fresnel lens! If the lens isn't there you need to find a way to raise it into the tower.



Query: How do I repair the gate device?

Now, about that super computer. Don't you just love error messages? Remember one of the basic rules of computers: When all else fails, reboot. Open the front panel on the CPU and push the button inside to reset the machine.

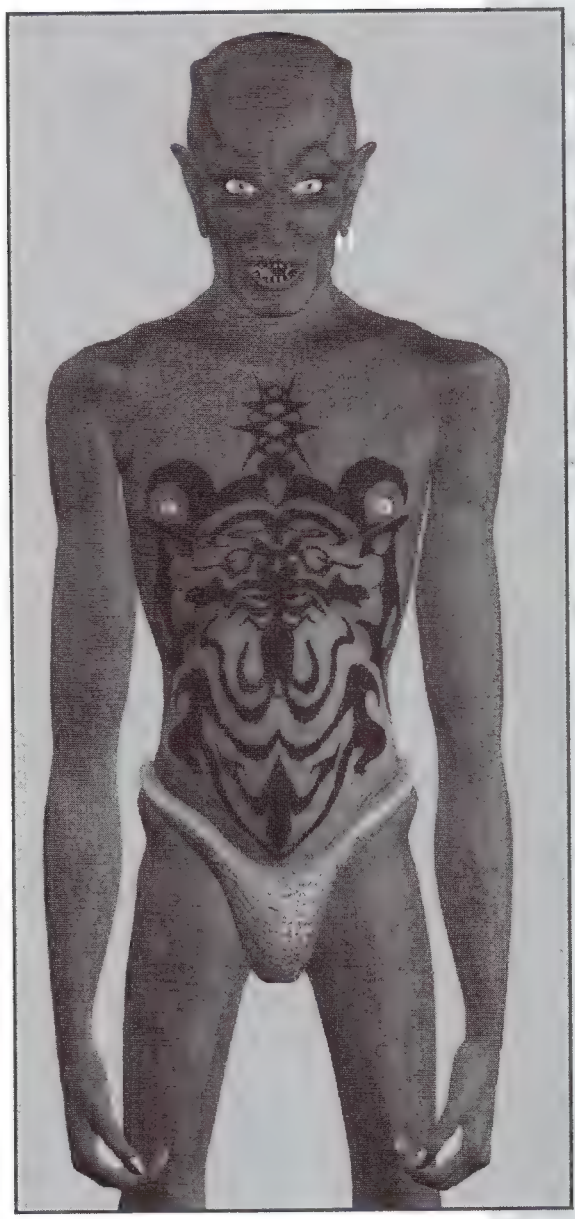
Remember, we're talking about the super computer. That's the big guy in the back of the room, not the little terminal with the keyboard.

Pay attention to the messages. They will give you clues about what needs to be done to repair the gate device.

You'll have to replace the internal parts blown by the power surge. Find the spare parts you need on the workbench. A tube, a wire, and an electric soldering iron are what you need. Take them to the hatch in the device, and replace the burnt out parts inside.

Don't forget to solder the ends of the wire, or the device will never work! Once the parts are in place, you'll be able to reset the large breaker switch in the shed and power up the device.

About the Parallel Universe



The other side of the portal is a place where technology has developed along a different path than in our world. Technology and architecture are more integrated with nature. The craftsmen and inventors of this world draw on the forms of animals and the natural forces of water, fire, air, and earth in the development of their technologies, and as sources for their power. The people of the land are skilled in the use of tools and machines.

The Dark Domain is powered with thermal energy from an active volcano, the Fortress by the power of the winds, and the Temple by solar power.

The Dark Being has become fascinated with the technology it has seen through Dr. Krick's gate, and wants to use it to increase its power in the parallel world.

Martin's Roost

The Roost was the home and workshop of an eccentric inventor named Martin, the creator of mechanical birds and other fanciful and unusual biomechanical inventions in the tower.

Alas, the inventor is dead, destroyed by his own creation, the mechanical Birdman. The Birdman and Martin's other mechanical creations live on in the tower. A flock of three mechanical hawks circles the tower. You must find a way into the tower, overcome and control the birds, and find the a way to follow the Dark Being and the child.

Who is the Dark Being?

The Dark Being dwells in the parallel world, making mischief—and worse—for those it encounters.

Intelligent and crafty, with a mischievous, diabolical personality, its skin is greenish/black, and its limbs long and thin.

But the strangest part of the creature is its chest and upper arms—they are tattooed with mystical symbols that change as the Dark Being's emotional state changes.

When Dr. Krick's experiments caused a doorway to open to the parallel universe inhabited by the Dark Being it came as a surprise to both of them. The gate opened one day as the Dark Being foraged among the flotsam and jetsam on the beach. Peering through the gate, the Dark Being saw a pale man working with a confusing array of machines in a laboratory on the other side. The gate aroused its interest, and it continued to return to the spot waiting for

On the Beach

When you step through the portal you will find yourself on a rocky shore. There's a short path down to the beach, or a trail through the rocks that leads to the Roost.

On the beach you'll find some interesting rocks you may want to put into your inventory as souvenirs. Among the flotsam on the beach, you'll find signs of the wreck of an ironclad vessel. Among the shattered timbers there's a bottle with a message within. The message reads:

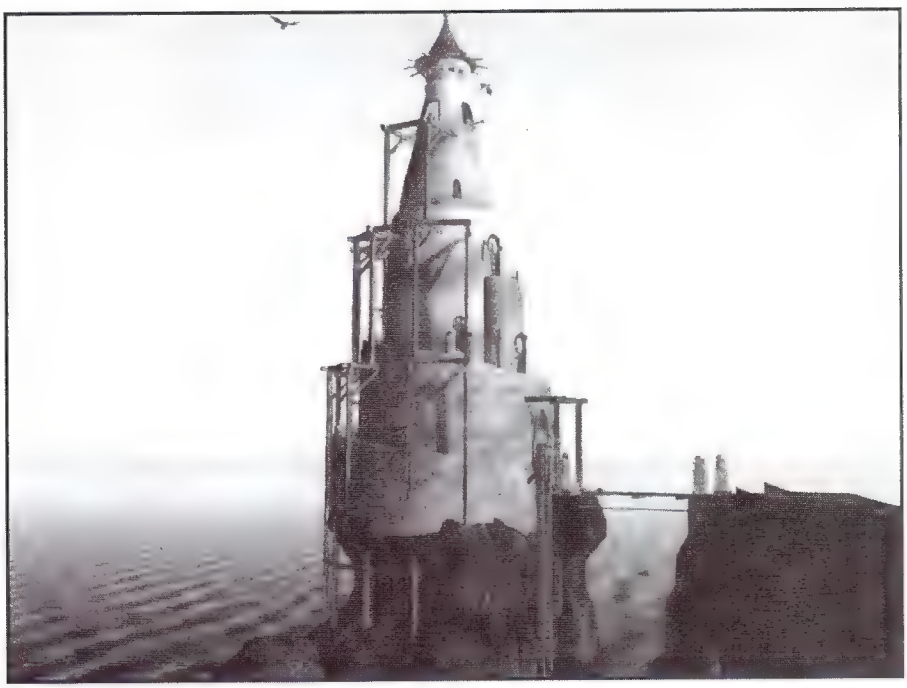
We are sinking! Our ship struck the rocks with great force, and there has been an explosion! We are in thick fog, somewhere south of the Temple. Somehow we are off course! We were making for Martin's Roost when we struck this uncharted reef. Our last known position was 20 degrees north 118 degrees west. Help us if you can, but I fear our end is near!

Jutting out from the beach, you will find a weathered gray pier. Walk to the end to see what you can see!

From the end of the pier, you'll be able to get a sense of the layout of the land. Looking to the right, you'll be able to see the Roost faintly in the distance.

At the end of the pier is a short set of stairs leading down to the small platform where the rowboat was tied. On this platform you'll find the ornate key for the drawbridge at the Roost. It is spotted with blood. Could the blood be from Dr. Krick?

When you first arrive on the beach, there is a short period of time—four minutes—when the gate can be re-entered. After that the portal disappears and you'll have to find another way to travel back and forth from the lighthouse to the beach.



The Tower

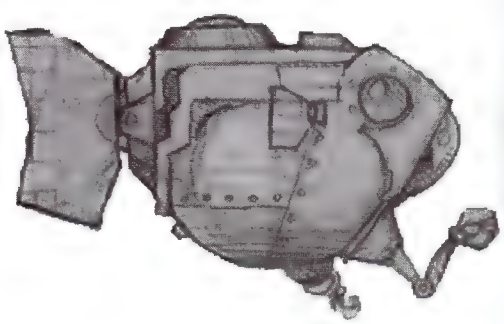
When you follow the path among the rocks, you will eventually come upon the tower known as Martin's Roost.

The Roost is built on a rocky outcropping overlooking the sea. The tower is tall and tapers toward the top, with a spiral stairway winding its way up the side. The door to the tower is at the top of the stair.

The tower has seen better days; in fact, it is leaning out toward the sea supported on the outside by wooden scaffolding.

The tower contains several levels, each serving a different purpose. The rooms, from the bottom to the top, are:

- the submarine chamber
- the workshop
- the inventor's living area
- the bat hangar
- the hawk roost



the moments when the gate would open, so that it could watch the pale man's every move. Soon the creature began passing through the portal to Dr. Krick's laboratory in the lighthouse.

The Dark Being became fascinated with the technology of Dr. Krick's world, and set out to use it to increase its own power in the parallel world. The creature began its plans to steal the secret to Dr. Krick's gate device, and use the device to travel at will to the other side of the portal. The creature created a crude replica of the device, but was still missing the secret of stabilizing the gate so that it could be opened and closed at will. The answer to that puzzle lay inside Dr. Krick's brain.

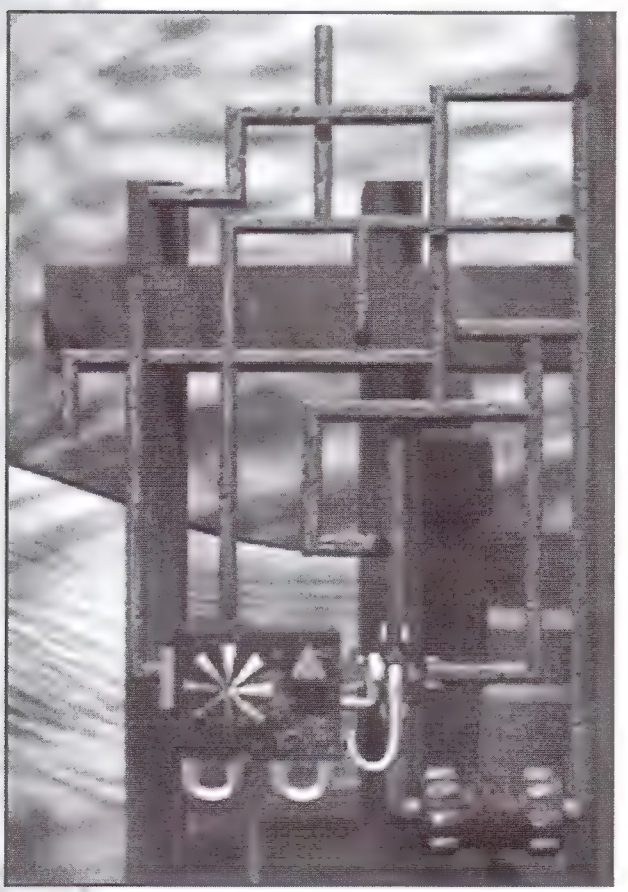
Still, the Dark Being was able to travel to the other side of the portal for longer and longer periods. First it ransacked Dr. Krick's house in search of technology it could use ... and then it kidnapped the scientist's child, carrying Amanda away to lure and eventually control Dr. Krick.

Query:
Where is the key to the drawbridge, and how do I use it?

The Drawbridge

At the base of the tower is a drawbridge. You'll have to find a way to lower it in order to cross to the tower.

There are marble columns on each side of the path. One of the columns bears a small round metal cover that hides a keyhole. You didn't happen to pick up another key somewhere along your explorations, did you?



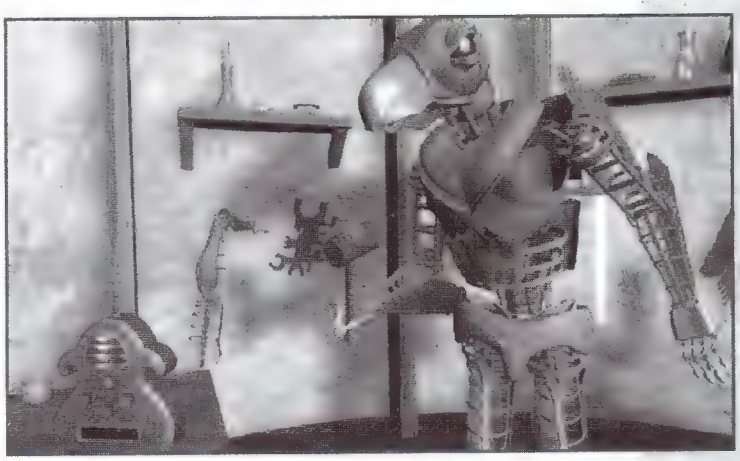
Within the panel is a lever that controls a small hook on the drawbridge mechanism. The lever can be moved in four directions to control the movement of the hook. The hook needs to be moved through a maze-like grid of metal tubing to reach a latch that lowers the bridge. When the latch is triggered, a mechanism of gears and rods lowers the bridge.

Opening the Iron Grating at the Workshop

Through a lower-level portal at the tower you will spy the entrance to the inventor's workshop. When you first arrive you'll see The Birdman puttering

around, up to no good. As you approach, the creature will pull a lever to lower a grate in the hall. You'll have to figure out a way to get past it.

Sticks and stones won't break The Birdman's bones—he has none—but a well-thrown stone will disorient The Birdman for a moment. Quickly throw a second stone at the lever and then dash through the grating while The Birdman is stunned.



Don't try it the other way around, though; if you hit the lever first, The Birdman will pounce to push it back before the gate can open.

If you manage to enter the room, The Birdman will turn and run, leaping to the window sill and out the window. After he has jumped out the window, he will fly around outside the tower, flapping and squawking.

Eventually he will try to re-enter through one of the windows. Is there something you can do to keep him out?

If you don't figure out a way to keep him out, The Birdman will be able to re-enter the room through one of the windows. Then, while you are exploring the workshop, The Birdman will wreak havoc. In fact, given the chance he might go after the radio control box on the small table, and smash it with a hammer. Stop him if you can!

How do I keep The Birdman from coming back into the workshop?

The Workshop

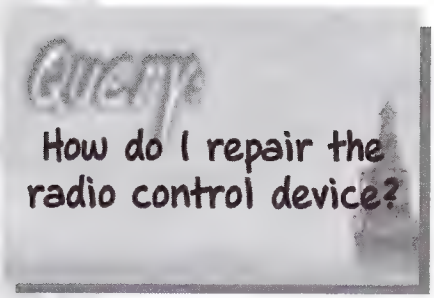
The workshop is strewn with incomplete mechanical bird parts, and an assortment of tools. A large tilting workbench, like an operating table, dominates the room. Look for useful things, but watch out for The Birdman, he's mad at you and will make trouble if he can!

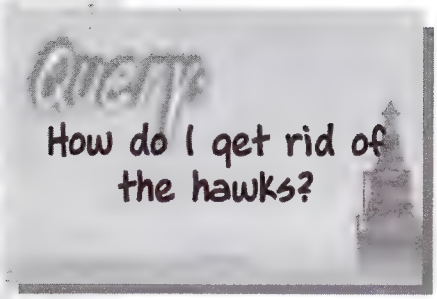
The Radio Control

The Radio control is required to lower the ladder in the living quarters, and to command the hawks. You'll find it on the small gray table in the workshop.

The device has three settings, and an activation button. When you're in the hawk roost you can select the attack option to drive off The Birdman. Pressing the activation button will awaken the hawks, which will rise on their perches, open their eyes, and emit a raucous cry. They will attack The Birdman and drive him away. When you scare him off, he will drop the submarine throttle he stole from the desk, on the floor. This is your last chance to get the throttle if The Birdman has it. If you don't select Attack in time, he will smash a hawk and fly away.

The radio control device can be put into your inventory, but cannot be used until it is repaired. Click it on the big black table in the workshop to put it down. Then click again to view the control in a close-up.





The Hawk Gate

Beyond the door to the workshop, a spiral stair circles the tower. At the top of the spiral stair is a small porch with a spiked gate and a door that leads inside.

As you approach, the metal hawks will descend and land on perches by the gate blocking the way with threatening behavior. You're not going to be able to get past them without making them leave.

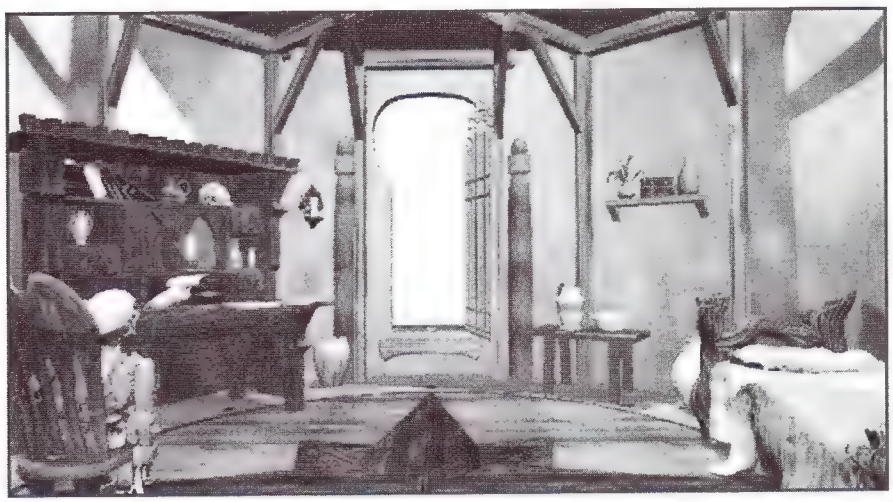
There are two steps to get through the gate. First you need to dispatch the hawks; then you need to unlock the lock.

There are two ways to move the hawks. One is a clever, gentle way, and the other uses brute force. Personally, we think you'd have to have rocks in your head not to go for the gold … sparrow.

The Living Quarters

Beyond the hawk gate is the door to the inventor's living quarters. It is, alas, not a pretty scene.

The body of the inventor lies slumped in a chair in his living quarters. His eyes are pecked out, and his face is mostly skull. If you're really interested, you can click on his body for a close-up of his head and shoulders. Around his neck on a thin chain is the missing inset piece for the puzzle box.



The inventor sits beside a complex wooden desk with many drawers. It would be worth your while to open as many of the drawers and panels on the desk as you can to look inside. Some of the objects may prove useful later on.

The device part is behind the glass panel of the desk. Removing it will be a moving experience.

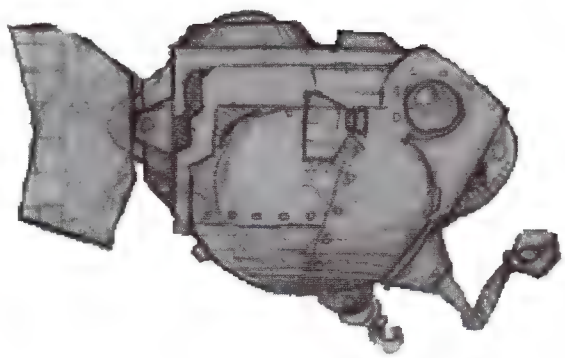
The inventor's plans for The Birdman, and notes about the device that will defeat the Dark Being, can be found in one of the drawers you will find in the desk.

Also in the inventor's office is the scroll cabinet. There's a lot to be learned in the messages you'll find there. Three of them can be removed and studied.

QUEST

What should I look for inside the inventor's desk?

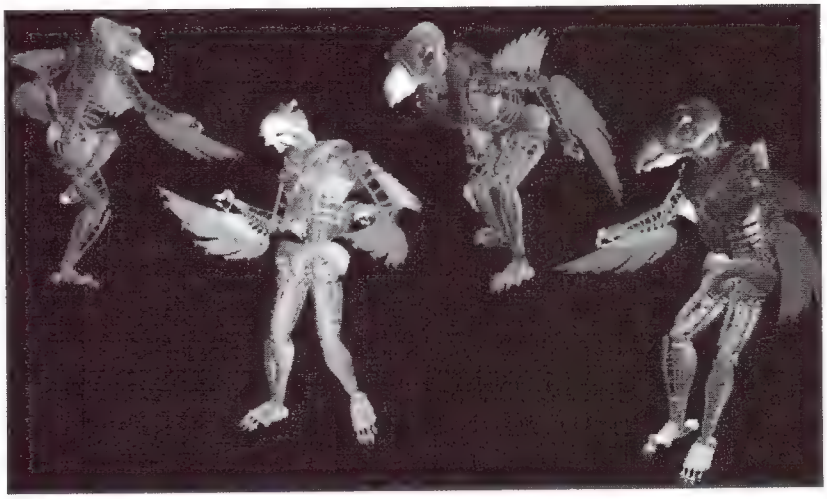
I have met a man from another world. He says it is like ours, but in a different time, or maybe another plane of existence. My studies have taught me these things can be possible, but he may be mad. We talked for a brief time in the tower. He is an inventor like myself. I was curious to know more, but he quickly grew nervous and anxious to leave. I gave him the golden sparrow in case he wants to return.



My Birdman has gone insane. He will no longer obey me. I believe he has been corrupted by the Dark Being. I should not have let it into the tower. I think it has discovered our plan. I will send a hawk to warn the priests. I have given the crystal bottle to the doctor from the other world. I trust him, and the creature will not think to look there.

How do I remove the Ion Cannon part from behind the glass panel?

I am trapped here by my own creation. He will not let me leave the tower. He tries to get in while I sleep. I hear him flapping outside the windows at all hours. I don't know how long I can keep him out. I am exhausted, and running out of food. The priests have not arrived or responded to my messages.



Who is The Birdman?
The Birdman was the ultimate invention of Martin, the inventor at the Roost. The Birdman is an automated servant, created to help Martin with his work.

The Birdman worked well until the Dark Being arrived. Like Dr. Krick, Martin was curious about the Dark Being, and let it into the tower. The Birdman's brain was altered by the Dark Being, causing the inventor to lose control of his creation. The Birdman killed the inventor and has taken over the tower.

You'll have to outsmart The Birdman to get through the tower.

The first time you see The Birdman is in the workshop. When you try to enter the room, The Birdman will pull a lever and seal the door with an iron grating.

In the Living Quarters

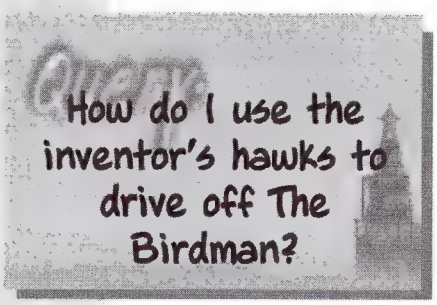
When you enter the living quarters again you will encounter The Birdman once more, unless you can—you guessed it—keep him from coming in through the windows.

If he does gets in, he will try to take the throttle lever for the sub from the inventor's desk. The Birdman will walk to the desk, grab the sub's throttle lever, and flee out the window.

In the Hawk Roost

The final encounter with The Birdman occurs in the hawk roost. When you enter this room, The Birdman will enter through the window.

Here, you'll have to use the inventor's hawks to drive off The Birdman, and to recover the submarine throttle lever he stole from the desk. If you fail to use the RC unit to get the hawks to attack, The Birdman enters the room, smashes the nearest hawk, and carries the lever away. Then you will not be able to start the submarine—The Birdman will fly to the Temple where he will drop the lever before the fight with Liryl.



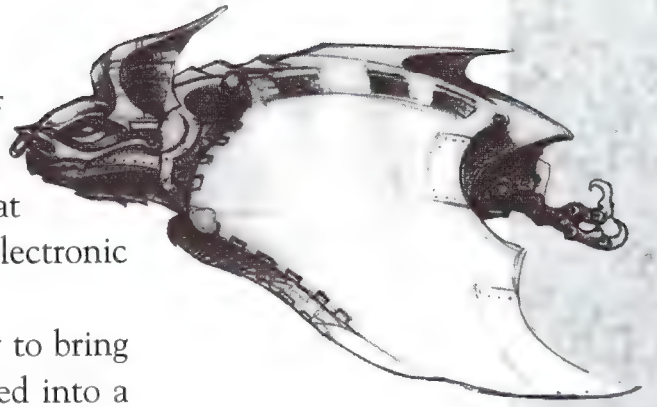
The Bat Hangar

The giant mechanical bat was built by the inventor for air travel. Doesn't everyone fly from place to place inside a flying metallic rodent?

The bat is kept in a hangar-like chamber in the tower. Mounted on a launch ramp, it is hanging from the ceiling just out of reach. You must first figure out how to lower the bat, then prepare it for launch.

The bat's head opens to reveal a one-person cockpit inside. Once inside the cockpit, pull the "Launch" lever in the cockpit to set the mechanical bat on its journey. The bat will fly from the Roost to the Temple and back.

The Bat Whistle

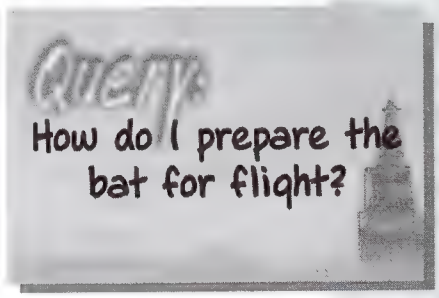


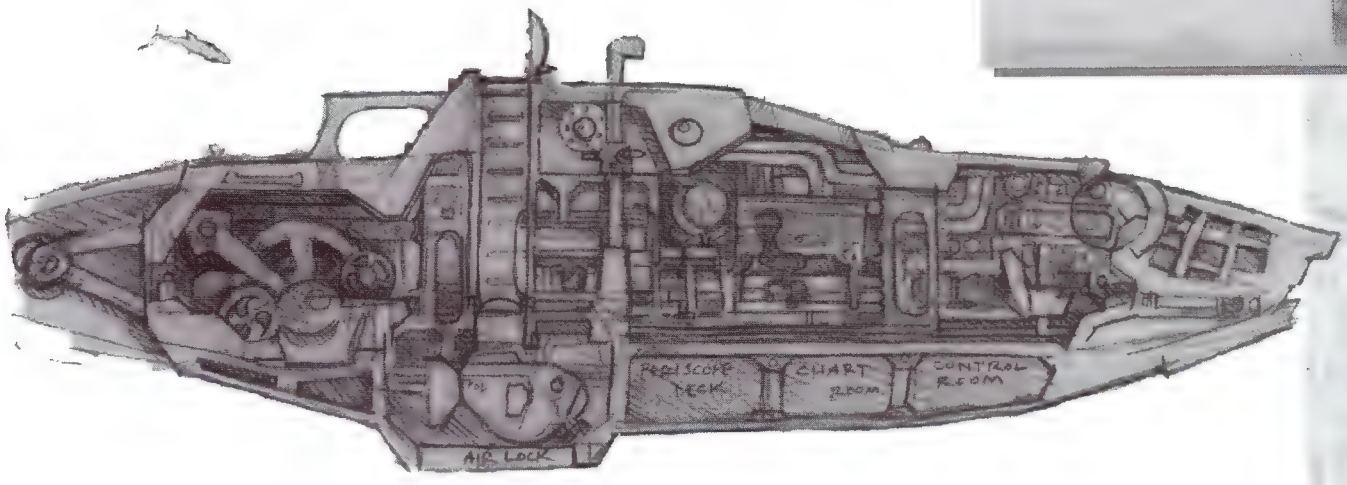
It's nice to have a bat around the house … at least it is if you are in the parallel world and need to get from place to place in a hurry. The bat can be summoned using the bat whistle found in the inventor's desk; the whistle is an electronic device that emits a tone that will attract the bat.

To operate the whistle, click on it in your inventory to bring forth a close-up view. One side of the whistle is flattened into a control panel with an on/off button and a dial. The dial controls a tone that ranges from low to high to inaudible. When the dial is set to the highest setting, the signal—silent to you and me, but a clarion to a bat—will summon the bat to the closest landing spot to where you stand.

The Hawk Roost

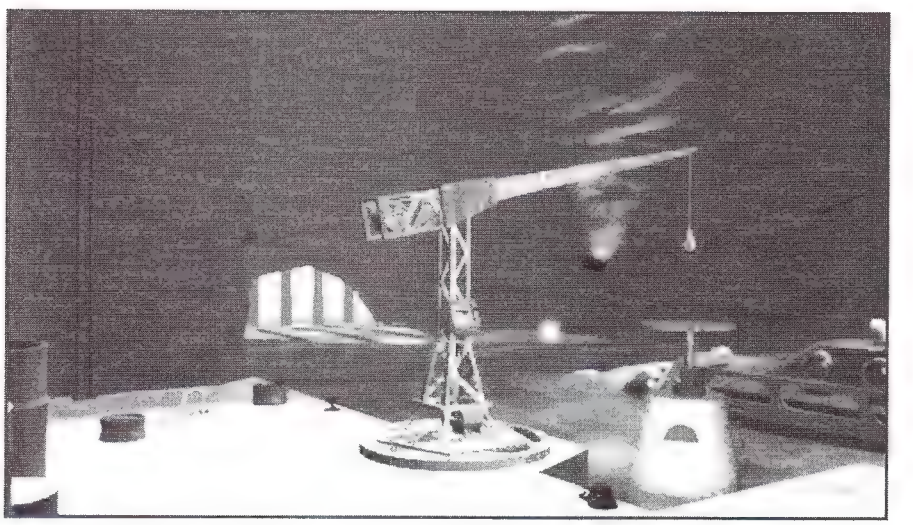
The hawk roost is reached by climbing a ladder from the bat hangar. The room contains three perches. As many as three hawks will be sitting on the perches, depending on how many were destroyed by rocks. Use the radio control to wake the hawks. There are three commands: Patrol, Attack, and Roost. Choosing Attack causes them to chase The Birdman, which in turn causes him to drop the submarine throttle.





The Submarine Cavern

In a rocky chamber beneath the tower is a submarine. The unusual vessel, like much of the other mechanical devices in the parallel world, draws its design from the animal kingdom; the sub is in the form of a fish.



Query:
How do I get to the submarine from the dock?

The cavern is reached from a winding stair that passes by two archways that overlook the chamber. You'll have to extend a connecting bridge from the dock to the sub in order to climb aboard, and it's more than a little bit tricky to do so.

Operating the Submarine

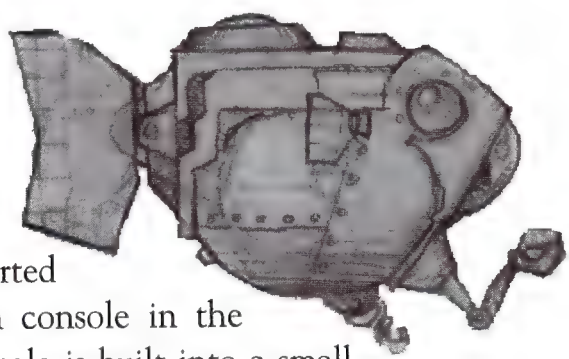
In order to reach the wreck, you must learn to operate the sub and then use it to navigate between the Island Fortress, the wreck, the Dark Domain, or the Roost.

The fish-like sub propels itself through the water by thrashing its large mechanical tail. In order to launch the sub, you must:

Open the water gate before entering the sub.

1. Insert the throttle lever.
2. Turn on the power.
3. Start the engine.
4. Blow the ballast.
5. Engage the throttle to start the sub on its journey.

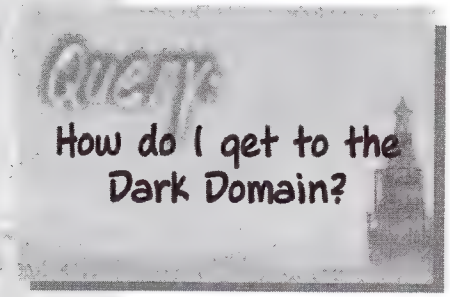
Query:
How do I get the sub off and running?



Navigating the Sub

The sub's course must be charted using the electronic navigation console in the chart room of the sub. The console is built into a small metal pod just outside the hatch to the control room. The console will not open until the power is turned on from the control room.

The console consists of a display screen, an Enter button, and a numeric entry panel for longitude and latitude. The display screen consists of a green grid overlaid on a simple map of the coastline in the region. Two destinations are already charted on the display screen as green stars. They are the Island Fortress, and the Roost. The cursor can be moved onto one of the crosses. when you hit the enter button on the nearby keypad, the sub will navigate to that destination.



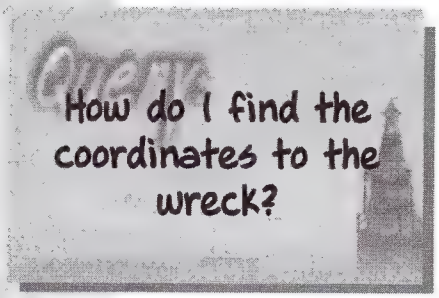
The longitude and latitude of the wreck and the Dark Domain must be entered into the console.

Once a destination is entered numerically into the console and the Enter button has been pressed, the sub will travel to the selected destination. If a destination has not been set, the sub will travel on indefinitely.

The Wreck

The only way to reach the underwater wreck, of course, is with the submarine.

The wreck is an iron and wooden battleship, like one of the ironclads from out of the U.S. Civil War. The wreck is weathered and broken, its ribs jut out from gaping holes in the hull. The prow has a fearsome iron figurehead used for ramming.



The sub is too big to enter the wreck, so you must operate a diving pod with a mechanical arm to retrieve items from the wreck. The wreck can be seen from the portholes on the diving pod. The controls to direct the sub are on panels below the portholes.

Launching the Pod

Launch the pod by pulling the two release levers to the upper left. One closes the hatch to the submarine, and the other lever detaches it from its moorings. Turn to the right and pull the ballast lever to release compressed air and exit the sub. The pod is controlled using a joystick-like lever below the viewport. Position it to the left, right, or center, then click on the throttle lever to the left to move the pod along it's path.

To enter the front hatch of the wreck, position the pod over the hatch and then release air to drop down into the ship.

Entering the Bow

The bow of the ironclad can be entered from the top hatch or through the broken center section.

Use the heavy metal hook that hangs on the wall of the interior of the bow to move the debris around.

Entering the Stern

In an inner cabin, under fallen beams and timbers, is a huge safe. Use the robot arm to clear the debris, open the safe, and retrieve what is inside. The safe contains a part of the device that will defeat the Dark Being.

The Island Fortress

The Island Fortress is the home of a society of technologically innovative craftsmen. The Fortress is composed of a central keep surrounded by clusters of flat-roofed houses overlooking the water. The Fortress contains a foundry and a wood shop. The Fortress is filled with tools and equipment for building and manufacturing useful and beautiful things.

The island is roamed by a horrible monster released by the Dark Being to frighten the people of the Island Fortress. Although the Fortress is intact, the people have been driven away. Look for the cannon that overlooks the Fortress from the roof of the foundry. It can be used to fire upon the watchtower and defeat the fortress monster.

The Island Fortress can be reached using the submarine or the ornithopter.

When you arrive at the dock, you might want to take a short break and do some fishing.

Quest

Fishing? Why would I want to do that?

The Wood Shop

Another interesting place of manufacture. If you ever need to build something out of wood ... like maybe a bridge ... this is the place to do it.

Here you should use the two saws to cut the pieces of wood you'll need for the bridge. Cut eight short pieces and two long pieces. Then look out for the monster outside the window. When he enters the watchtower, run for it! He won't stop you if you build the bridge in time. If not....you're bridge is smashed, and the ugly monster is roaring at you in triumph!

Quest

How do I get across the moat to the foundry in the Fortress?

The Foundry

Now what in the world could you do with an abandoned foundry? Hmm ... are you missing any metal parts necessary for the completion of your journey?

The foundry can be used to manufacture a replacement part for the ornithopter. There are several steps that must be accomplished to use the foundry:

1. The forge must be lit, using coal, firewood, and the lighter. If you don't have the lighter look for something else to light the forge.

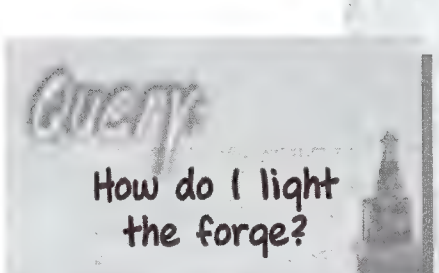
2. Metal bars must be added to the crucible.

3. The crucible must be moved into the forge on rails and then heated.

4. The molten metal must be poured into a mold.

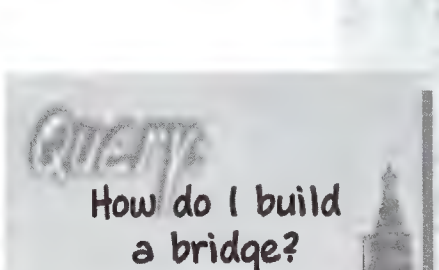
5. The mod must be cooled, and the completed part removed.

6. The repaired piece must be installed.



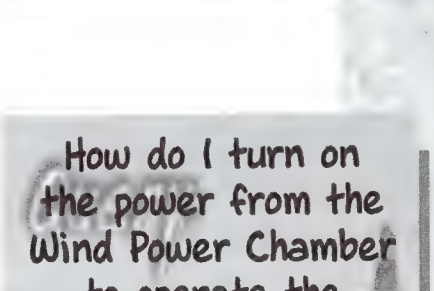
The Wind Power Chamber

The room contains three telescoping fan towers which once engaged can provide the power to operate the machinery in the wood shop.



Placing the Fish

Climb through the trapdoor in the roof of the wind power chamber. From the roof, you'll be able to enter a door in the watchtower. Climb the ladder in the tower to reach the top and place your fish on the hook that hangs from the roof.

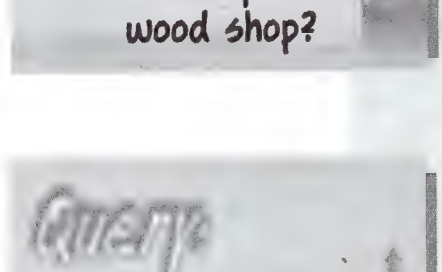


The Ornithopter Loft

On top of a tower at the Island Fortress is the landing area for the ornithopter, an aircraft that flies like a bird. Made of wood, metal, and stretched canvas, the ornithopter rests on a wooden scaffold in partial disrepair.

In order to use the craft, you'll have to fit parts in place and find a way to replace a broken wing support.

Once everything on the ornithopter is shipshape, you'll have to learn to operate it to travel to the Temple.

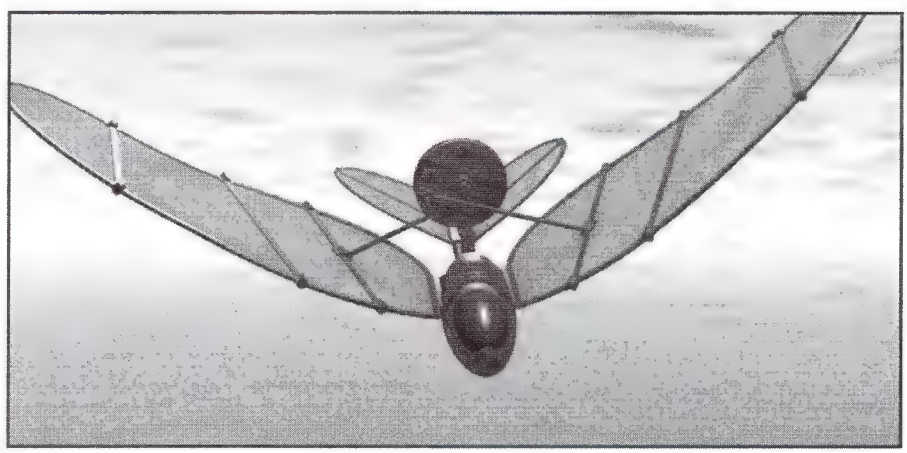


Query:
How do I obtain the missing piece for the ornithopter?

Flying the Ornithopter

When the ornithopter is repaired, flapping, and ready for launch, pull the release lever and fly to the Temple. The ornithopter has just enough wind power to get you from the Fortress to the Temple and back.

Query:
How do I get the ornithopter into the air?



Where is the missing power supply for the device that will defeat the Dark Being?

The Device Part

The missing power supply for the device that will defeat the Dark Being is hidden at the Island Fortress in the watchtower. You must find the part in order to make the device work. Trust us, it's there … somewhere.

The Temple of the Ancient Machines

The Temple is built into the face of vast cliffs that overlook the sea. It can be reached by taking the submarine to a platform at its base and then riding an elevator that runs up the face of the cliff, flying the bat from the Roost, or using the ornithopter from the Island Fortress.

The Temple has an impressive outer facade, carved from the face of the mountain. Within the entrance is a colonnade lined with large archways overlooking the sea. Three doors lead from the colonnade into the mountain.

Visitors who arrive by bat land on a perch at the base of the cliff, and from there ride an elevator up to the Temple. Click on the elevator door to open it.

Three doors lead from the entrance colonnade into the mountain.

The Central Chamber

The central door leads to a circular chamber with an ornate marble floor. The center of the chamber floor can rise and fall on a huge hydraulic piston. The floor rises into a domed chamber that contains the control panel for powerful machines built by the Temple priests. The floor can also sink down to reveal the room of ancient machines.

When you explore this room you will see Liryl, the Temple Ward, for the first time. She will enter from the west pod door to present her formal greeting.

Who is the Fortress Monster?

The fortress monster was brought to the Island Fortress by the Dark Being and released on the island to scare off its people. The Dark Being used the island's work shops to produce parts for its own gate device, and as a source of parts and tools for creating other diabolical machines.

The monster is a hulking humanoid with menacing fangs, and a really bad attitude. It stalks the empty houses and halls of the island; the monster will not hurt or kill you, but it will do whatever it can to prevent you from exploring the Fortress and pursuing the Dark Being.

The first time you see the monster is through the northwest window of the wood shop. If you look out into the courtyard, you'll see the monster standing by the canal that runs through the center of the Fortress. The monster is listening to the dark being, who shouts and gibbers, and waves a fish tantalizingly before the monster's face.

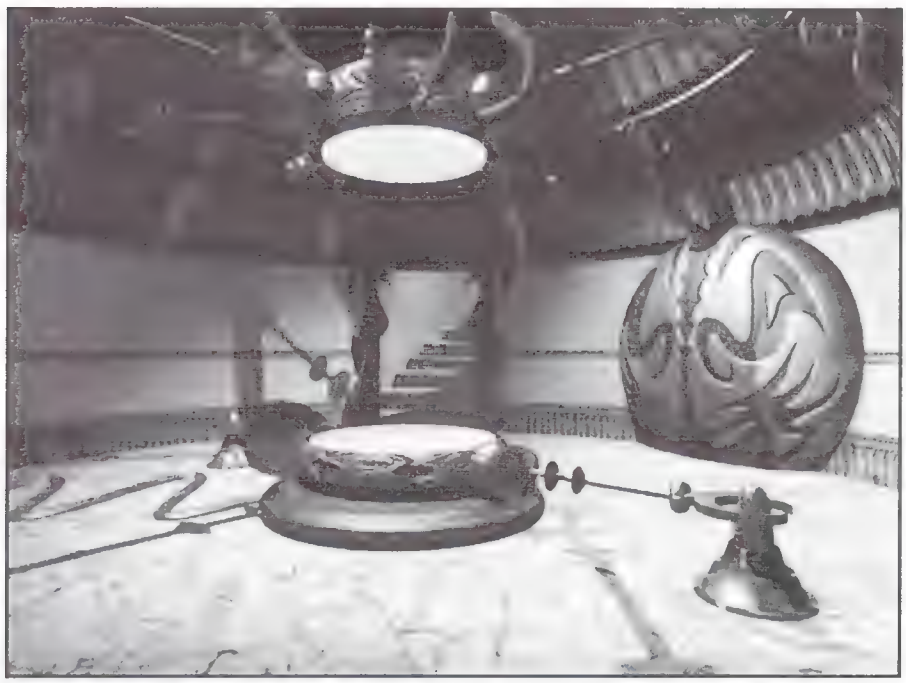
If you leave, and then look out the window again, you will see the monster alone in the courtyard. The next time you look, he is not in the courtyard, but you can bet he's around somewhere! Maybe in one of the towers. Maybe coming to get you! If you look again, you'll observe the monster walking across the wall between the watchtower on the right, and the ornithopter loft on the left.

The Left Chamber

The left door leads to a chamber containing an holographic projector. The projector will not work until you locate a 3D CD disk that contains the recorded history of the parallel world.

The Right Chamber

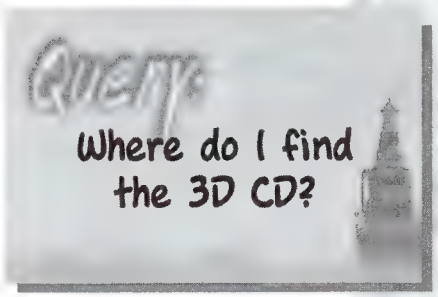
The right door leads to another chamber that contains a mysterious art object, a sculpture that is in the form of a flower bud (or perhaps a clove of garlic).



The right and left chambers also contain spiral stairs that lead into the Temple's towers. At the top of the tower reached from the hologram chamber is the ornithopter landing pad. At the top of the tower reached from the sculpture chamber, the player can look out over the solar panels that crown the top of the dome.

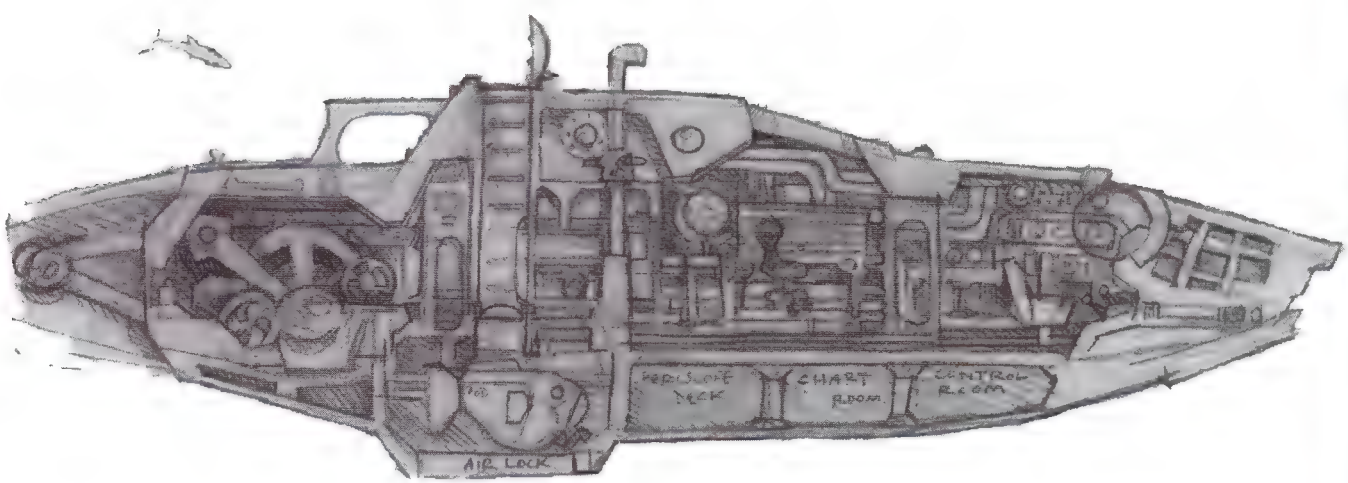
The devices in the Temple, including the elevator and bridge, are run by solar power. Arrays of solar collectors surround the dome of the Temple like the petals of a flower.

The powerful devices of the Temple are controlled from a large control panel in the dome of the central worship chamber. Using the control panel, you can return to the lighthouse, or to other destinations in the parallel world where you have already been. The control panel has a confusing array of levers, dials, lights, and buttons. Some of the controls do little or nothing. Others control the Temples solar panels, and the teleport beam.



The Room of Ancient Machines

The Room of Ancient Machines lies below the worship chamber. Stored here are technological relics from ancient times. The room was used as a sacred workshop by the priests, a place where they came to examine the old machines and integrate their better qualities into society. It is also the place where the components for the Particle Displacement Ionizing Vacuum Cannon—known to its friends as the Ion Cannon—were built.



Who is the Ward of the Temple?
The Temple Ward is a fair-haired 15-year-old girl named Liryl. Horribly mutilated by an unexplained accident at the age of four, she was saved by the Temple Priests who installed her in a life-support system. She is missing her legs and one of her arms, and her head is supported by a mechanical neck brace. Her features are delicate, and her complexion is pale. She has light green eyes that glow intensely, revealing the strong spirit that inhabits the frail body.

Scattered about the room are some very important things, including:

- Spare parts for the control panel in the dome. You'll need them when the power booster causes an overload and blows it out. The parts are scattered in bins by the priests' work table; there are three items that need to be gathered and assembled in inventory. The largest piece is the central component, while the other two smaller pieces must be clicked into the proper place to complete the job. The finished device is then installed behind the hatch in the control panel.
- A circuit board that is essential for the time bomb.
- The power supply for the Ion Cannon, built by the priest's to destroy the Dark Being.
- The longitude and latitude of the Dark Domain. The coordinates are in the memory of the priests' strange biomechanical computer. The player reveals the coordinates by pushing on the ram-like horns on the computer.

The Teleport Beam

I went into the right and left chambers but Liryl did not appear. How do I find her?

You can use the teleport beam to rapidly move to places you have been earlier in your quest. You may want to go to the lighthouse to complete the puzzle box, to the lab to find the original gate device, or to the Roost to use the submarine.

To use the teleport device, you must adjust the left dial on the control panel to tune the device to the destination you have in mind. When the device is tuned properly, an image of the place appears on a view screen beside the dial. You can then enter the

beam and be transported to that place. The right dial is a fine tune knob to select a specific location in the same place, like the lab or the study in the lighthouse.

Liryl's Pod

Liryl lives in a life-support system that is attached to the controls for the Temple. The pod can move through most of the rooms in the Temple, suspended from a rail. She can follow you around through hatches built for her use.

Liryl's Movements

Liryl can follow passages built for her pod to the three chambers and the dome. Liryl will remark on your actions as you explore the Temple. she will become especially upset and tell you to knock it off if you fiddle with her pod control panel or the electromagnet controls. If she feels she has been badly treated, she will become angry, and will not help the player until coaxed with shells and pebbles.

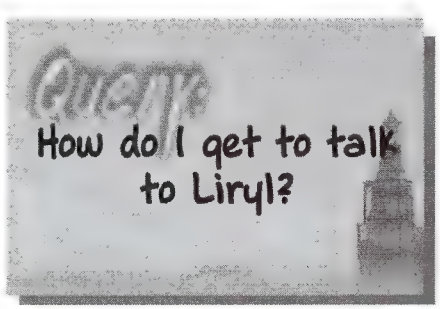
Spend some time with Liryl, and you will find that she is full of information. She can explain such things as the coming of the Dark Being, and the plan of the Temple priests to defeat it with a powerful device. She does not have complete command of the powers of the Temple, but if you help her, she will show you the control panel in the dome, and can offer clues to using the teleport beam.

If you give her some shells or shiny baubles, she will thank you and will continue to interact.

In the right chamber you can explore and manipulate the kinetic sculpture. If you do it correctly, the 3D CD pops out of a hidden compartment. It will not fit back into the sculpture. In the left chamber you can use the 3D CD to trigger the hologram projector.

Her traumatic life and recent isolation have made her slightly insane. Her speech is oddly syncopated and continually interrupted by the clicks, whirs, and pops of the machine in which she is eternally trapped. When she is agitated, especially during the greeting, her mechanical speech impediment is at its worst. It's all very frustrating for her as she struggles to communicate.

She is at heart a contradiction: both a victim of technology and a beneficiary of it in her high-tech environment.



How do I get Liryl to allow me into the upper chamber?

Central Chamber - The Formal Greeting

Liryl will greet you formally the first time you enter the Temple's central chamber. She is worried and confused and her greeting is halting and unsure. After you have explored the room for a few minutes, Liryl enters. Keeping her distance, she says:

I am (rattle) Liryl, Guardian and (whir) Sacred Ward of the T … T … Temple. You are a stranger here! (agitated) Who are (rattle) you? (valves popping.) Are you a (electrical snap) priest? Are you a (snap) friend? Did you bring me (pop) shells and pebblesssss? What (pop) is it that you want?

Now that she has dutifully performed the ritual greeting, she is uncertain just how to continue the conversation. Liryl waits for a response of some kind.

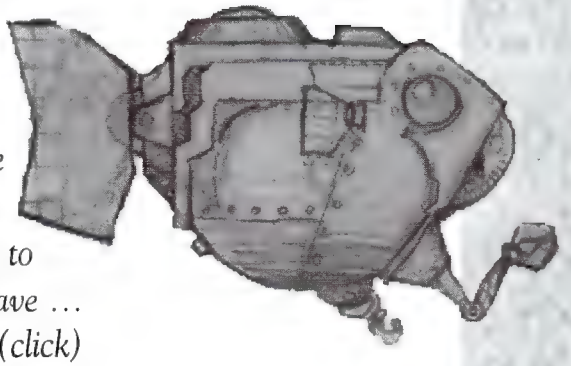
You can leave the room at this time or click on other items in the chamber. Liryl will continue to talk to you when you click on her, and will make comments when you click something of interest on her. Try a few things and see what she says!

If you click on Liryl herself:
I am (click) alone here. It has been a long … (skip) … long … (skip) … time since anyone has come. Tell me, have you seen the (rattle) Temple priests?

If you attempt any other action:
Liryl answers slowly and sadly—*I see you have not. No new (pop) shells for little (whir) little Liryl (whir). I fear (whir) something bad has happened.*

If you click to exit:
Wait! (bzzzzz) There is more I could tell!

If you click on Liryl again:
Let me tell you about the priests, and perhaps you can watch for them on your journey. They set out in (pop) the Ironclad ship … they should have returned by now.



If you click on her again:
In six separate pieces a weapon they built (pop), and five of those (click) pieces they hid. (rattle) The priests and the sixth (pop) set out in the Ironclad ship, (bzzzz) … collecting the pieces (click) to assemble the whole. This scattered device is the last chance we have … (pop) … but what of the priests at sea? (click) I know no more. (click) There is no more to tell. (click) No more pebbles, (click) no more shellsssss.

If you click on magnet control:
Stop! Those controls operate the electromagnet. Please do not touch them!

If you click on the pod over-ride controls:
Stop it. Those controls are only for emergencies!

If you click the message from the bottle you picked up on the beach on Liryl:
This means they are dead! They will never return! I am alone here, with no one to help me! No pretty stones for (click) Liryl. (click) Nothing but tears, nothing but … . (click) tears.

The Lift—Before The Birdman's Attack

The lift provides access to the dome above, and to the Room of the Ancient Machines below the central chamber. It is controlled by a lever on the lift platform itself, it may not work for you at first.

QUERY
How do I get the lift to the dome and the Room of the Ancient Machines in the Temple to work?

The up position raises the lift up to the dome, the down position lowers the lift to the Room of the Ancient Machines, and the central position returns the lift to the central chamber.

If you try to use the lift before Liryl is willing to let you use it, she'll tell you:

I do not know (click) you! None but the (rattle) trusted may ascend or descend. It is my duty to protect the Temple against intruders. I am sorry … (Whir) You cannot enter the inner chambers.

Left Chamber— After a Formal Greeting

QUERY
How do I cheer up Liryl?

After Liryl has made her formal greeting, you will find her a bit more willing to chat with you and give you some critical information—as long as you don't annoy her by messing with her controls.

If you click on her, she will say: *You are not of this land. To understand what has happened here, you must first learn our history.*

In order to hear the history of the land, use the 3D CD. First place it on the pedestal in front of the hologram projector in the left chamber. When the nearby Play button is pushed, the room darkens and a hologram of Liryl appears in the center of the room. Liryl's voice—a clear and strong voice from before her mind was warped by isolation—comes out of hidden speakers. The Hologram speaks in the clear, well-trained voice of the professional story-teller.

QUERY
What is the missing machine part?

I am Liryl, Guardian and Sacred Ward of the Temple of Ancient Machines. I came here when I was four years old. There was an accident … The priests put me in a machine to save my life. It is my heartbeat, my breath, and my blood. I have been trained in the art of the story, the remembrance of things past. Listen and learn our history.

A long time ago, a powerful people ruled this world. They were masters of machines. There was nothing they could not build in their factories. No obstacle nature put in their path could defeat them, but their blind desire for progress became their doom.

The world became polluted. The animals died, and the oceans stank. The sky became yellow, and the sun shone through a sickly haze. Finally, the land itself died. All but the strongest and most isolated perished. Disease and famine consumed them. Those that remained lived only to survive, and the old ways were lost.

Many died during this Dark Age, but a new philosophy was born. Holy men gathered together and built this Temple. These priests, realizing the error of past ways, sought to integrate the ways of Nature in the resurrection, to foster rather than exploit. This acorn of thought took root and grew a philosophy of life which spread its branches over every aspect of the new time.

Generations passed. With guidance from the Temple, the people developed natural sources of energy. Slowly the land recovered, and the people regained their sense of purpose. Life improved, balanced in a carefully maintained harmony with Nature.

The hologram disappears, and Liryl herself speaks, this time sounding like exactly what she is today: a scared, vulnerable 15-year-old.

That was (pop) me, my voice. That was how life (rattle) used to be.

Liryl mournfully leaves. You are now free to explore the Temple, except for the dome, and the Room of Ancient Machines.

If you return to the left chamber later, you can replay the history by pushing the Play button on the machine.

The Birdman Attacks

Once you have reviewed the history, the next time you and Liryl are together in the central chamber The Birdman will attack Liryl, trying to get at her controls. His attack is triggered when you examine the controls for the electromagnet. When you step behind the console, The Birdman will pounce on Liryl.

You must control the electromagnet and secure him fast.

Query: How do I defeat The Birdman in the Temple?

Once you have defeated The Birdman, you will have Liryl's gratitude and confidence, and you'll learn a bit more about her loneliness.

He has changed. When Martin built him, he was good! I will keep him here, so he won't hurt anyone else. Maybe in time I can repair him. Perhaps he can be a companion for me. Thank you for saving me! I could not have stopped him by myself.

In any case, Liryl says, you have helped her and so she will help you.

There is an evil in the land that threatens to undo all that the Temple have accomplished. I trust you now. Maybe you can save us!

If you keep asking her, she'll tell you more each time. She'll tell you about the Dark Being and the plans of the priests to contain him.

The priests thought he came from our past, or maybe from another world. He lives in the ancient volcano. Not long ago the priests noticed black smoke in the sky. They believed it was an eruption, but when they looked they discovered a strange being, a tattooed devil, altering the volcano to suit some plan of his own. He has built a factory there, in tunnels beneath the mountain.

They kept him under close watch. They saw the effects of his work: smoke darkened the skies, sludge and poisonous chemicals contaminated the sea. The Dark Being, as he came to be called, thus revealed his wicked nature.

The priests knew something must be done, before the Dark Being corrupted the land. From the safety of his stronghold he plotted. He drove the people away from their homes, and released a monster to guard should they try to return. The priests poured through the ancient texts, uncovering long buried secrets of the old Technology.

Using this knowledge, they created a device to contain him. As they finished each part of the device, they sent it away for safekeeping. When they completed the sixth and final piece, they set off in the Ironclad ship to collect the other five and assemble them. That was the last I saw of them.

The Lift—After The Birdman's Attack

Of course, if you don't defeat The Birdman, you and Liryl will be stymied for the moment.

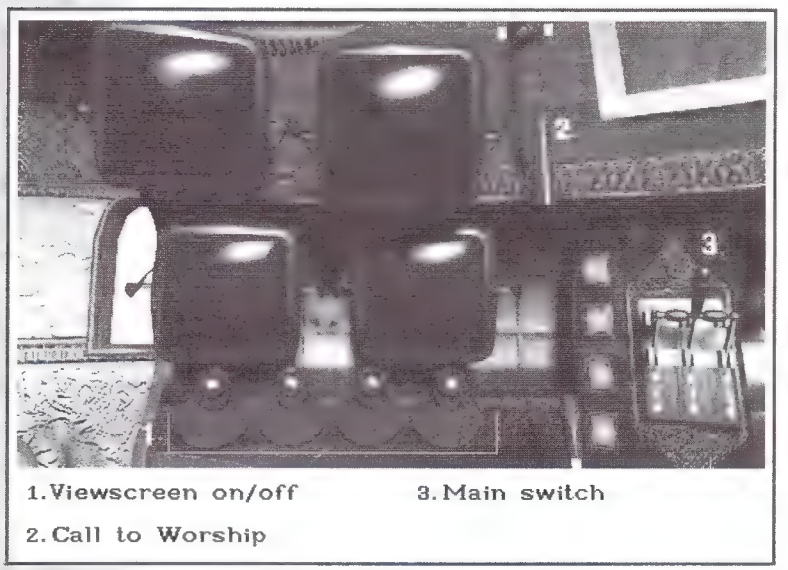
If you go to the lift and throw the lever, it will return to the central position. Liryl is not quite sure about you.

Try again with Liryl. Maybe she'll throw her lot in with you now.

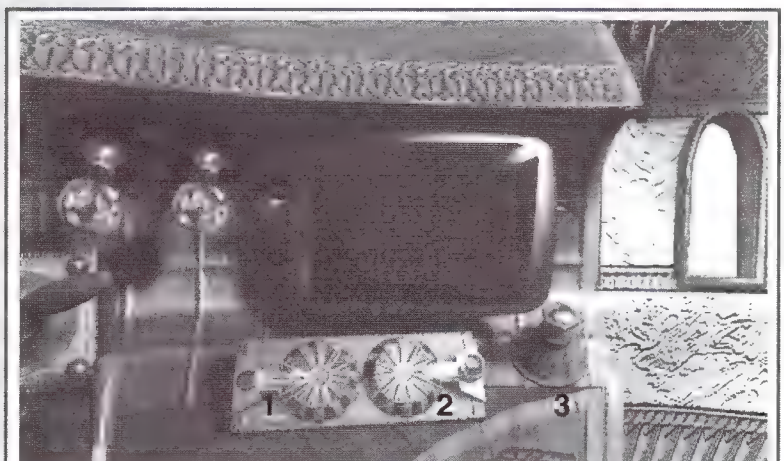
Perhaps the dome contains some of the answers you seek.I trust you (pop) now. You may ascend (click) or descend.

Liryl uses her control panel to active the platform controls, unlocking the lift with a switch on her console. You can now use the platform controls to descend to the Room of the Ancient Machines or ascend to the dome.

Once Liryl unlocks the controls for the lift, she does not have to be present if you want to use the elevator again.



1. Viewscreen on/off
2. Call to Worship
3. Main switch



1. Tuner dial
2. Fine tune dial
3. Viewscreen on/off

The Dome

The lift carries you up into the dome where you will be met by Liryl a few moments later. Remember that she uses her own means to travel within the Temple.

Clicking on specific buttons on the control panel triggers specific actions. Liryl says, *I don't understand this machine, but I will help you as much as I can.*

If you click on Liryl when you are looking over the machine, she will ask you what puzzles you. A question mark cursor appears. Click the question cursor ("?") on specific pieces of equipment to hear Liryl's comments on each of them. Here's a tour of the control panel:

Control Panel Power Button: If this button isn't pushed, none of the rest will work. If you click the question cursor on that button, Liryl will say: *That one looks important!*

TP View Screen Switch: This turns on the teleport view screen, and the monitor lights up to static. If you click the question cursor on the monitor, Liryl will say: *Think about (click) far away places! Then you will see!*

Teleport Tuning Dials: A pair of dials for coarse and fine tuning of the teleport beam. Says Liryl: *The machine needs constant adjustment.*

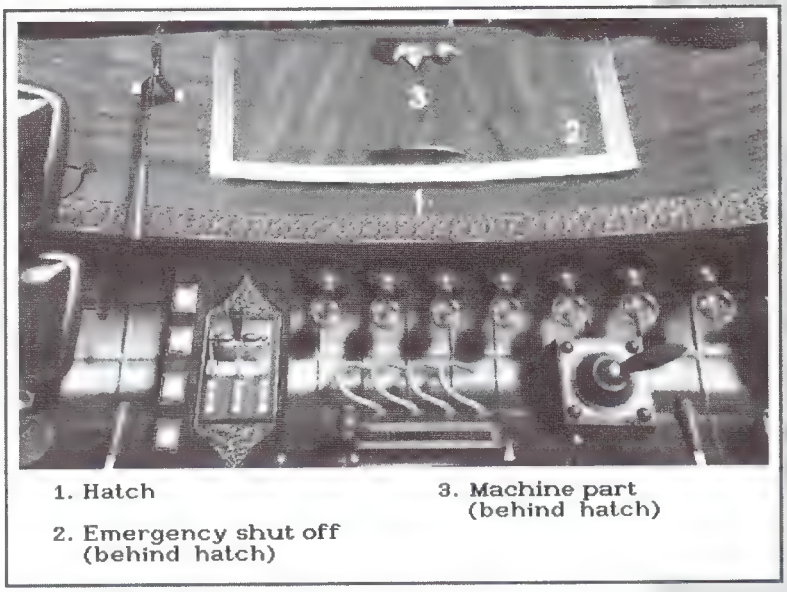
Surveillance Video Monitor Switch: Views of The Fortress, Roost, and the Dark Domain. Liryl says: *The priests can see far away places.*

Pull Chain: Give it a yank to bring forth a deep, resonant gong. Liryl explains: *The gong calls us to worship.*

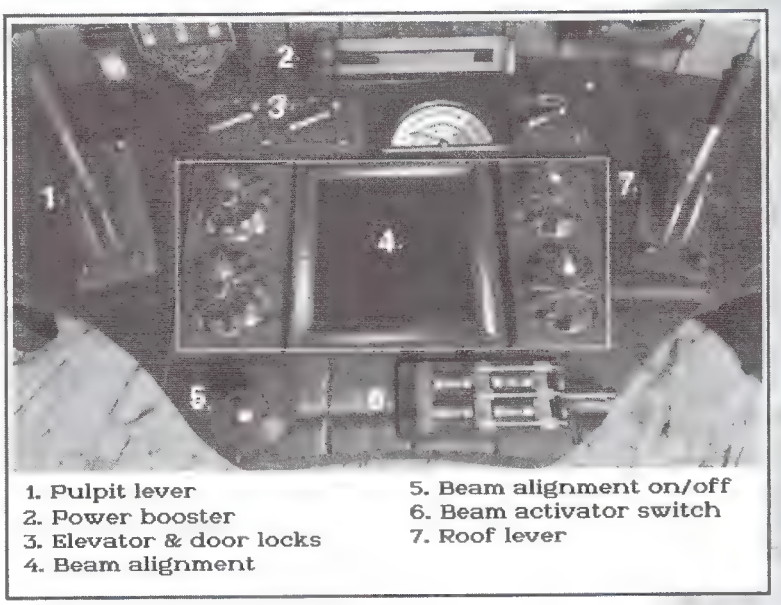
Solar Power Booster Lever: Look for the semi-circular red and white meter near the center of the panel. You cannot activate the teleport beam until the meter is at full power. If you don't want to wait around, give it a little boost. Look for the left/right lever above the meter, and give it a push. If the needle goes into the red, watch out!

Transporter Lever: Sliding the lever moves a platform to the center of room. Liryl says: *From here, the priests can travel to distant places.*

Dome Lever: Says Liryl: *The sun powers the Temple. The sky can be revealed to those inside.*



1. Hatch
2. Emergency shut off (behind hatch)
3. Machine part (behind hatch)



1. Pulpit lever
2. Power booster
3. Elevator & door locks
4. Beam alignment
5. Beam alignment on/off
6. Beam activator switch
7. Roof lever

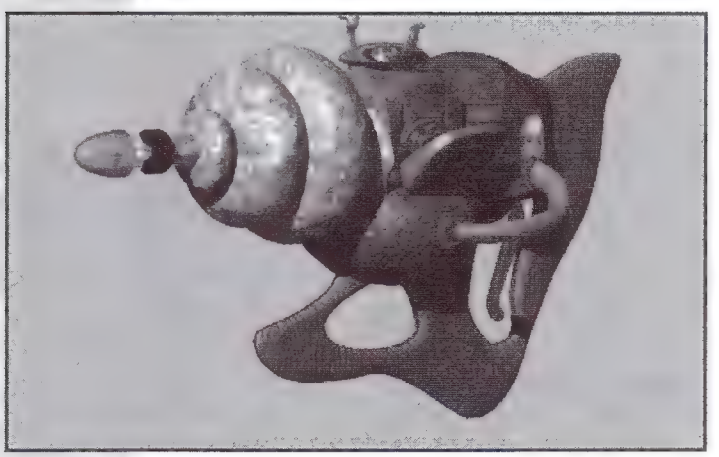
Alignment Dials: Liryl says: *The Sun moves through the sky. The beam must be aligned.*

Teleport Switch: Liryl says: *The light makes you disappear here and ... reappear there!*

Elevator Lock Switch: This one is pretty much an open-and-shut case, don't you think?

Emergency Shutoff Button: Liryl isn't much help here, except to say that she doesn't remember the priests ever touching that one before. Should you?

Hatch: When you open it, the guts of the control panel are revealed. Inside are some delicate high tech parts. They are the guts of the control panel, and can be easily damaged by a sudden surge of power.



The Plan to Defeat the Dark Being

When the Dark Being came into the land, the people made plans to stop it.

The inventor at the Roost, the people of the Island Fortress, and the priests from the Temple joined together and began building a device to drive the Dark Being out of their world.

As the Dark Being built his Labyrinth inside the volcano, the people worked on the device.

The Dark Being was clever, and through spying and deceit learned of the plan. It then set out to stop them. It began by perverting The Birdman, and causing him to kill his master. It diverted the ironclad warship of the priests into the rocks by moving the

light that marked a safe channel through the rocks. And he set loose the fortress monster to drive the people away from their homes.

The device is broken into parts that are scattered around the land. They must be recovered, and then assembled to use against the Dark Being.

Query: Where are the pieces of the device to defeat the Dark Being?

The Dark Domain

The Dark Domain is a desolate, rocky peninsula with an active volcano. The Dark Being lives in chambers cut into the wall of the volcano.

It's a black, dirty, and oppressive place, like a small bit of hell. The Dark Being's activities release toxic fumes into the air and toxic waste into the ocean. Like an old steel mill, the Dark Domain is the fruit of unbridled technology with no concern for its effect on others and on the environment.

Query: Where is the final missing piece for the priests' device?

You'll arrive at the Dark Domain in the submarine, entering a cavernous entrance where the wall of the volcano meets the sea. The sub passes beneath a drawbridge to dock at a landing in a cavern. Train tracks can be seen crossing above.

The Tunnels and the Dark Domain Railroad

Sitting on a short siding near the sub landing is a small multipurpose train engine, rusty and weathered from extensive use. It is outfitted with a drill, a winch, and a tool chest.

A system of rails runs through the caverns, with stops at the machine room, the thermal power chamber, the device chamber, and the submarine dock.

Query: How do I control the train in the Dark Domain?

Enter the train and use it to travel through the Dark Domain. The various tools on the train are used to solve puzzles and problems along the track. The train can travel forward or backward anywhere on the tracks. The railroad consists of a series of rough hewn passages and caverns that connect the rooms in the Dark Domain.

Using the Switches on the Track

There are several places in the tunnels where the track branches, and you will have to choose a direction to travel. Set your direction by operating the switches on the track.

The train switches can only be operated by using a lever on the train's control panel. Throw the lever while approaching a switch, forward or backward. If your timing is good the lever will activate, and you will switch onto a new track.

Query: How do I open the train gate?

Navigating the Caverns

There are several regions of the tunnels where you can view the scene from outside the train. These caverns contain puzzles you must solve to get safely through the Dark Domain. When the train enters a cavern area, you'll be alerted by the appearance of a button on the lower left of the screen. As long as the button is visible, you can switch freely between a first person view out the train's windows, and a third person view from outside the train.

Query: How do I use the elevator controls to move the train in Cavern 1?

Using the Toolbox

The first time you'll see the train will be at the submarine landing. The cavern has a high ceiling, and the train tracks can be seen crossing through the cavern above.

It's obvious you're going to have to use the train to enter the Dark Domain, but the train tunnel entrance is blocked with a padlocked, sliding metal grating. Click on the grate to get a close-up view of the padlock. You'll have to figure out a way to unlock the entrance to the train tunnel before you can get the train through.

Query: How do I clear the avalanche of boulders from the tracks in Cavern 2?

The Cavern Puzzles

You can explore many of the rooms in any order you choose; the caverns themselves are not named or numbered in the game. You must be able to repair the track and complete this section in order to finish your assignment.

Cavern 1: This cavern contains an elevator that moves the train up and down between two levels of track. The elevator control is outside the train, near one of the cavern's support columns.

Cavern 2: The tunnel to the device chamber is lined with large stone archways on the north wall. The Dark Being has prepared a trap along the tunnel; that will cause an avalanche of stones to block the track when you attempt to pass.

You'll catch a fleeting glimpse of the Dark Being as you drive the train into the tunnel. At first you'll see him crouching and watching from the shadows of the first archway. He is seen again running from arch to arch in the direction the train is moving. If you don't stop the train and back out, the Dark Being uses a large wooden lever to dislodge boulders that block the track.

Cavern 3: This cavern contains a broken switch which must be repaired using the proper tools.

Cavern 4: This cavern contains a drawbridge over the subterranean canal that leads to the submarine dock. You'll need to operate the drawbridge controls to put it in place.

Cavern 5: This cavern contains a section of bad track that must be repaired; you really don't want to go any further without fixing the problem or you'll have a train wreck and become lost in the parallel world forever.

Cavern 6: In this cavern the track dead-ends at a vertical rock wall; on the other side of the wall is the device chamber, your goal.

The Train Gate

The tracks near the machine room are blocked by a heavy wood and steel portcullis. The gate is what stands between you and the thermal power chamber.

QUEST: How do I repair the broken switch in Cavern 3?

QUEST: How do I control the drawbridge in Cavern 4?

QUEST: How do I repair the broken track in Cavern 5?

QUEST: How do I get through the rock wall in Cavern 6 to the device chamber on the other side?

The gate can be opened using the control panel in the machine room. However, if there is no steam power from the thermal power chamber to the gate it will close, trapping the train in the area between the gate and the thermal power chamber.

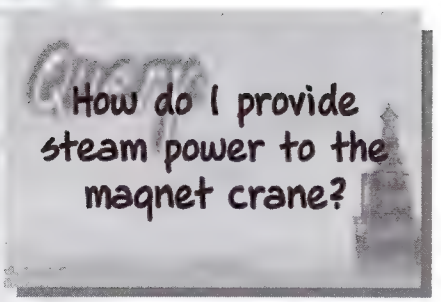
The Machine Room

This room is the workshop of the Dark Being. The machine room is part of a natural rough hewn cavern, with crevasses in the floor and sharp outcroppings of stone. The machine room floor is a large wooden platform raised off the rough bottom of the cavern.

The machine room floor looks out over a murky cavern where the Dark Being processes boulders into metal ore. through which runs the Dark Domain railroad. The machine room is separated from the cavern by a jail-like wall.

The Machine Room Control Panel

In the machine room in front of the iron grating is a control panel with two valves, two levers, and a button. These control a magnetic crane and a massive iron train gate in the cavern. If the train gate is closed, the train cannot pass. The two sets of controls are powered by two separate steam lines. There is steam power available to open the train gate, but not to operate the magnet crane. The player must turn on the steam that powers the magnet crane from the thermal power chamber, deep within the volcano.



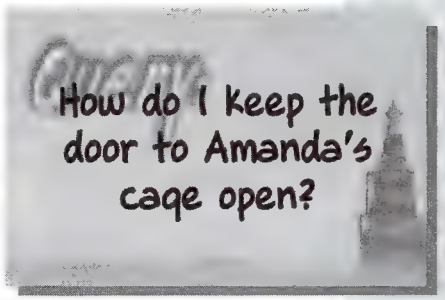
The Cage

When the Dark Being reaches its domain, it puts Amanda (remember her?) in an iron cage on a platform that projects out over a deep crevasse in the machine room. You'll find her seated in a giant black iron bird cage in front of two large buttons mounted on an iron framework. When Amanda hits a button with her fist, the conveyer belt in the machine room will advance. When she hits the other button a huge rock smasher descends in the cavern, crushing rocks on the conveyer one by one.

After a moment's puzzlement, it dawns on you: The Dark Being is using the baby to automate his machines!. She sits in the cage, hypnotized like a zombie, whacking buttons mindlessly! It's up to you to save her from this diabolic fate.

The conveyor passes through a barred steel wall that separates the machine room from the cavern containing the cage; the steel door opens each time Amanda presses the button.

Your goal, of course, is to rescue Amanda, but you'll have to figure out a way to keep that steel door open long enough for you to get inside.



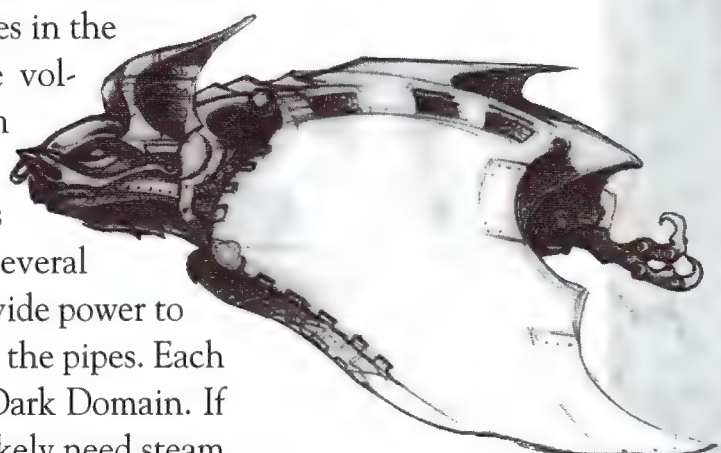
Connected to the right side of the cage is a counterweighted lever that will release Amanda. The lever is attached to a trapdoor underneath the cage. You'll have to figure out how to reach the lever to rescue the baby from the platform.

The Magnet Crane

The magnet crane is suspended from the ceiling on a rail, and is operated from the machine room control panel. The crane can move forward and back, up and down. You must figure out how to use the crane to save Amanda!

The Thermal Power Chamber

The Dark Being has harnessed thermal power from the volcano to power its machines and its gate device. The Engines in the Thermal Power Chamber convert heat from the volcano into steam power for the caverns. The room contains a confusing array of pipes and valves. Two huge steam engines power pulleys and wheels that drive the machinery in the Dark Domain. Several valves and levers mounted on the two engines provide power to various parts of the Dark Domain. Pay attention to the pipes. Each set of pipes is unique. Look for them around the Dark Domain. If something has steam pipes nearby, you will most likely need steam power to use it.



What do the engines do?

Left Engine—Machine Room Controls

Valve 1	train gate
Valve 2	magnet crane
Lever 3	conveyer belt

Right Engine—Roundtable and Device Chamber Controls

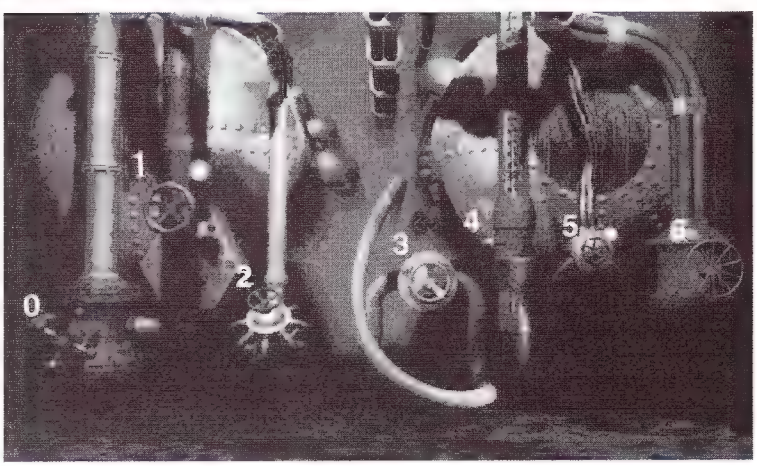
Valve 1	roundtable (elevator piston)
Lever 2	east door to device chamber
Valve 3	south door to device chamber
Valve 4	gate device

How do I fix the broken walkway near the lava crater?

In the Crater

A door in the power chamber leads outside onto metal walkways overlooking the lava and slag center of the crater. Sections of the heat exchanging equipment project through the crater wall, and descend into its fiery depths.

A section of the walkway is broken, hanging just out of reach. You'll have to repair it so that you can make your way across to the controls that raise the bathysphere. Use something you've been saving for a rainy day. But that's not all! There's a hitch at the end, or maybe it's a latch. Try it out and see!



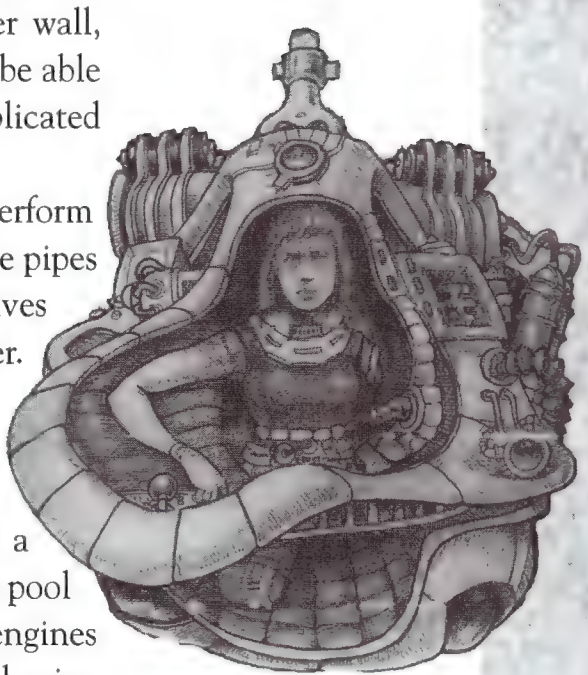
0. Magnet Crane (off)
1. Train Gate (on)
2. Conveyor Belt (on)
3. South Door (off)
4. Gate Device (on)
5. Round Table (on)
6. East Door (off)

The Bathysphere

On a platform attached to the walkway you'll find an iron bathysphere. The bathysphere is hanging about ten feet below the edge of the railing, so it is not visible until you look down over the edge of the platform. Once you repair the walkway you can reach the controls that raise the bathysphere.

Enter the bathysphere and lower yourself into the heart of the volcano. The up-and-down movement of the sphere is controlled using a large switch beside the viewport.

The sphere will descend a short distance into the crater before it will stop. At this point it will rotate to face the crater wall, revealing a bewildering network of pipes and valves. You'll be able to move up and down along the wall to examine this complicated valve system.



The sphere has a robotic arm that can be used to perform work inside the volcano. You must follow the heat exchange pipes into the volcano and use the robotic arm to turn the valves that control the flow of steam to the thermal power chamber.

There are two sets of four valves on the wall of the crater. The valves control the flow of steam to the steam engines in the thermal power chamber, one set for each steam engine. The eight valves must be adjusted to open a heat shielded steel ball that sits on a platform just above the pool of molten lava inside the crater. Diverting steam from the engines to the ball at the bottom of the crater will open the ball, allowing you to retrieve the cannon part hidden within.

There are several elements to the puzzle: two steam engines, two sets of three valves, and two steam vents. Each set of valves and vents supplies steam pressure to the engines or to the ball. If you supply power to open the ball, make sure you still have power to the engines. If they don't have enough steam pressure they will shut down, cutting off power throughout the Dark Domain.

The ball can be opened in two ways:

1. Turn valves 1, 2, 6, and 8 to direct power to the ball, turning off the engine above; then turn valves 3 and 5 to direct auxiliary steam power to the engines to keep them running. Make sure the steam vents are off, so no steam pressure escapes.

2. Turn valves 1, 2, 6, and 8 to open the ball. Get the cannon part from the ball, then reset these same valves to re-supply power to steam engines.

Quick!

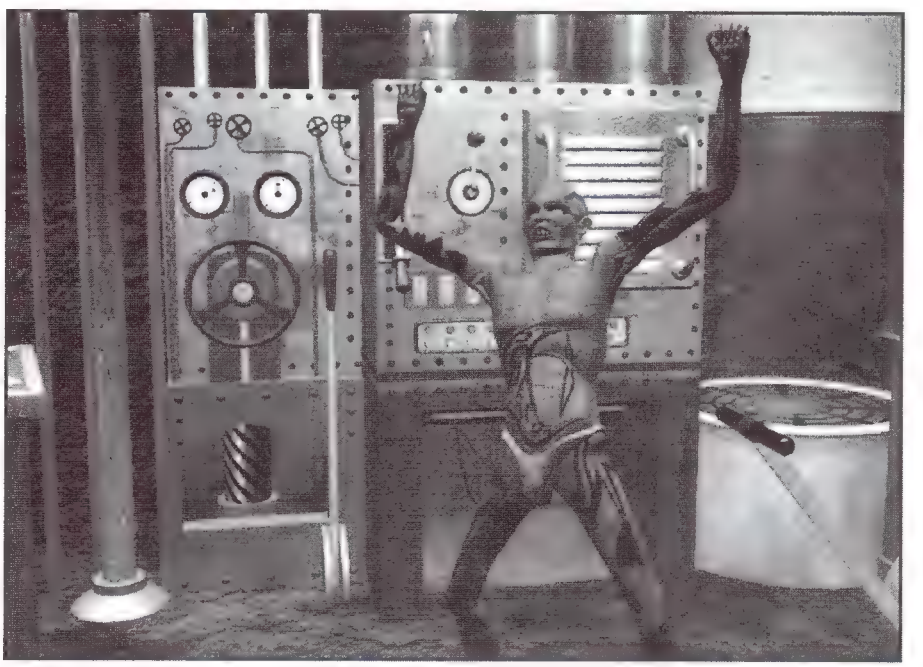
How do I solve the bathysphere valve puzzle?

The Device Chamber

Your final goal is the device chamber. The room is rough hewn and has a high ceiling crisscrossed with support beams. The ceiling narrows to a shaft that leads up to the outside at the rim of the volcano. The conductive chamber that attracts lightning to trigger the gate rises through this shaft.

This is the room in which the Dark Being has created his copy of Dr. Krick's gate device. It has been constructed from parts the Dark Being has stolen from Dr. Krick's lab, and parts it has stolen or assembled from the Island Fortress.

The device is powered by huge ceramic batteries that store power generated in the Thermal Power Chamber. Just as with Dr. Krick's original device, the Dark Being's gate device must be struck by lightning to trigger the opening of the gate.



The Dark Being's portal device is controlled by a biomechanical computer that uses human brains in liquid-filled cylinders instead of electronic processors. One cylinder sits empty … waiting for Dr. Krick's brain.

As you approach the chamber down the corridor, you'll begin to hear the sounds of a complex machine in action. At the end of the corridor are the large iron doors of the device chamber. These doors are locked, and will only open once you have turned on the correct valves in the Thermal Power Chamber to release the pressure that holds the doors shut. The doors can then be opened by clicking on them.

Confronting the Dark Being

You can enter the device chamber from either the south or the east door. The direction and manner in which you arrive will have an effect on your greeting. You'll want to be very, very careful here to avoid an unhappy and abrupt ending after coming this far.

Capturing the Dark Being

I don't want an unhappy ending. Through which door should I enter the device chamber, and should I bring a gift?

It all comes down to this: Once you have assembled the Ion Cannon device built by the priests, using the parts you have collected from throughout the realm, you will confront the Dark Being in the device chamber. Activate the device by clicking the completed device on the Dark Being. This sucks him in, trapping him inside the crystal bottle that is the heart of the device.

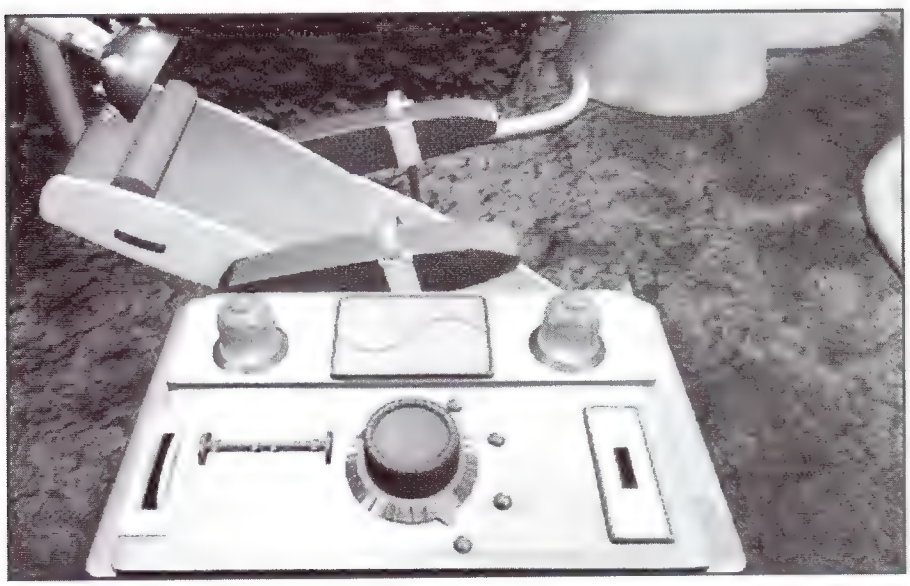
When the Dark being is sucked into the crystal container, its body is consumed by an energy vortex.

The bottle will be stored in your inventory. You can click on it there to check on your prisoner from time to time. Go ahead—it annoys the heck out of the Dark Being.

Rescuing Dr. Krick

Dr. Krick (remember him?) was captured by the Dark Being when he crossed over to the parallel world in a vain attempt to retrieve the plans and parts from his gate device. When you finally find

him, he's in a sorry state—unconscious and attached to a diabolical brainwashing chair. Mounted on his head is a metal cap covered with electrodes. A small lever on the chair's control panel can be clicked on to either put on, or remove the electrode cap from Doctor Krick's head. You must awaken Dr. Krick using the control panel on the brainwashing chair.



Okay, so you've found the Doctor, put the cap on his head, and played with the controls on the brainwashing chair. But all he seems to do is twitch. In order to awaken Doctor Krick, you must have the controls properly configured:

Query: How do I use the controls of the brainwashing chair?

1. The cap must be on his head,
2. the Dial must be set to position #2,
3. the two small switches must be in the proper position, and
4. the electroshock switch must be thrown.

Retrieving the Blueprints

You don't, of course, want to leave behind a set of working blueprints for the gate device when you leave the parallel world.

Dr. Krick's blueprints for his gate device are in a locked iron trunk in the device chamber. You can open it with a heavy tool—can we suggest the rock hammer from the train toolbox?

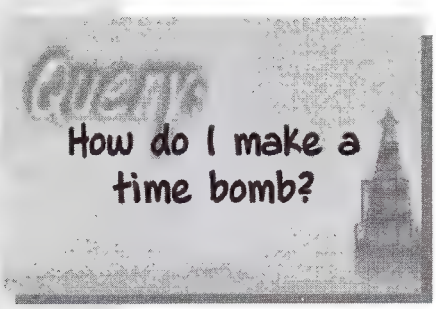
If you have Amanda and the blueprints, and you click them on Dr. Krick, He will stand and walk through the gate.

The Time Bomb

There doesn't seem to be any way to reason with the Dark Being. The only way to end it all is to destroy the Dark Domain with a time bomb, using parts you have collected on your journey.

You will find the bomb in the train's toolbox, and that's where you'll have to leave it. You can assemble it there, and once you've set the timer there's no turning back! You must get to the device chamber, open the gate, and leave the Domain within an hour, or you'll be blown up real good!

To successfully complete your mission, you should find your way back to the lighthouse with Dr. Krick and Amanda. If you are still in the Dark Domain when the bomb explodes, you will be killed.



Returning Dr. Krick and Amanda to the Lighthouse

You've captured the Dark Being, which is good, but you—and Dr. Krick and baby Amanda—are still stuck on the other side of the portal, which is bad.

Your final assignment, then, is to use the Dark Being's gate device to return to the lighthouse.

Can This Be the End?

Once you have come this far, the lighthouse adventure will come to an end in one way or another. Some endings, though, are better than others. Here are some of the possibilities:

> **QUESTION**
> How do I triqqer the Dark Beinq's portal device to return to the lighthouse?

Ending 1: An Explosive End

You have tarried too long and fall victim to your own explosive device.

The time bomb has exploded. The Dark Domain is destroyed. Lava bursting forth from the volcano's core scours the mountain clean of any trace of the Dark Being and its Fortress. Doctor Krick and Amanda are consumed in the fiery blast. The portal between the worlds is closed forever.

> **QUESTION**
> How do I finish the qame every possible way?

Ending 2: Tubeless

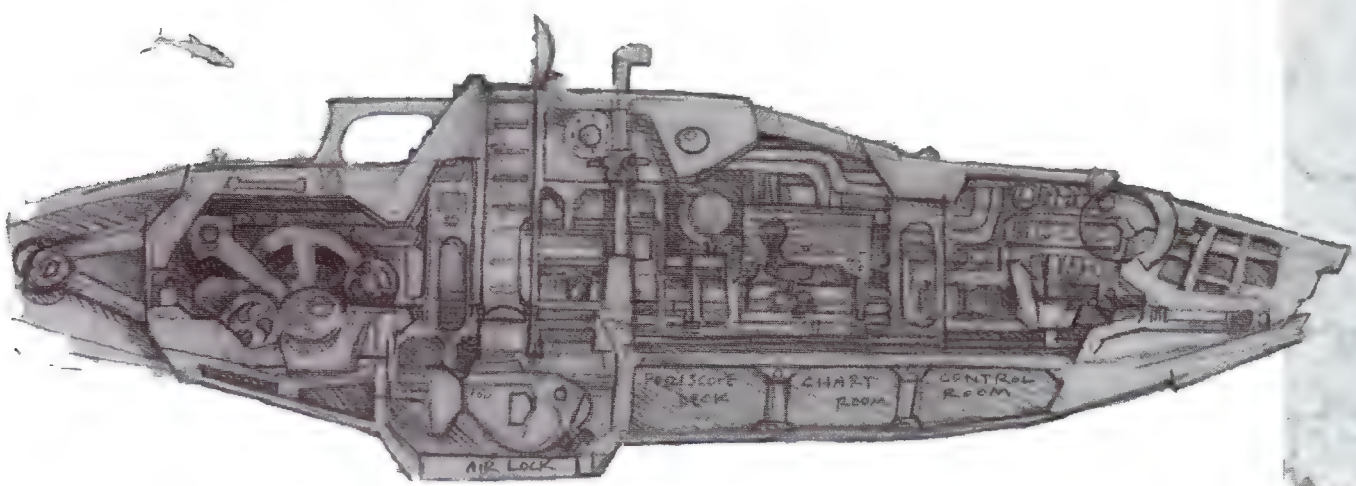
You have run out of Power Modulation Tubes from the lighthouse.

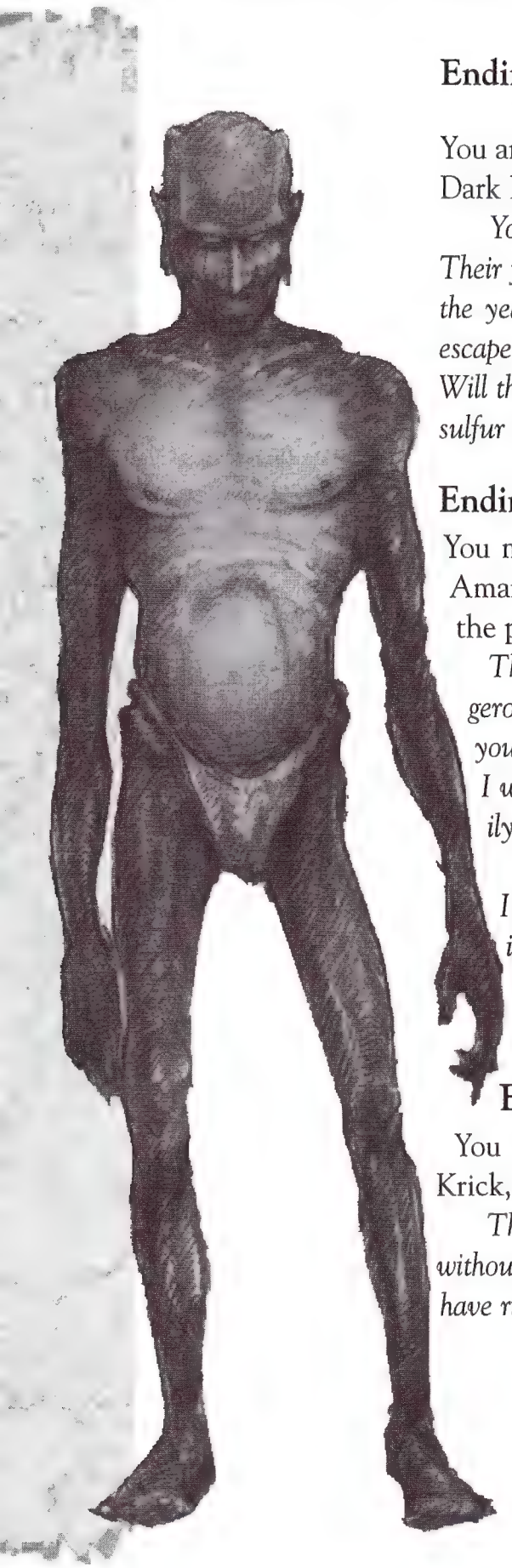
You have used all the Power Modulation Tubes. You cannot return to the Parallel World. Doctor Krick and Amanda are never rescued. You have failed in your mission.

Ending 3: A Parallel Purgatory

You run out of Power Modulation Tubes or are otherwise unable to return through the portal.

You are permanently trapped in the parallel world. Doctor Krick and Amanda are never rescued. You live like a hermit on fish and seaweed. You have failed in your mission.





Ending 4: Home Alone

You are home, but you have left Dr. Krick and Amanda—and the Dark Being—behind on the other side of the portal.

You have returned to the lighthouse without Amanda or Dr. Krick. Their fate remains a mystery. Dr. Krick's secrets are lost with him. As the years go by, you wonder what happened to them. Did they ever escape from the Dark Being? Will there ultimately be consequences? Will the Dark Being return to earth? Is the sky a little yellow? Is that a sulfur smell?

Ending 5: A Safe Escape

You manage to cross over to the lighthouse with Dr. Krick and Amanda, but the Dark Being is still rampant on the other side of the portal. Dr. Krick says:

Thank you for saving us! I was a fool to work alone on such a dangerous experiment. Please … Don't tell anyone. They would think you were mad, I know! They have laughed at me before! I thought I was a genius, but my experiments almost destroyed my own family! I have done far more harm than good.

Thank god Amanda is safe! If I lost her, I know I would go mad! I should destroy the device … but … the creature is still free! I think it will return some day! If it were to build a permanent portal, it could cause great harm to the earth! I will always be waiting. If it returns, I will be ready!

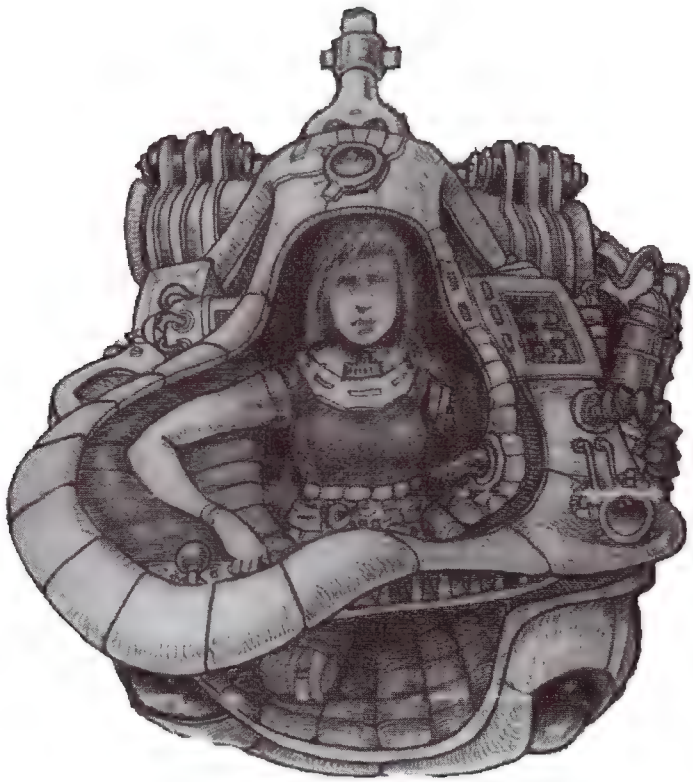
Ending 6: A Successful Rescue … and Capture

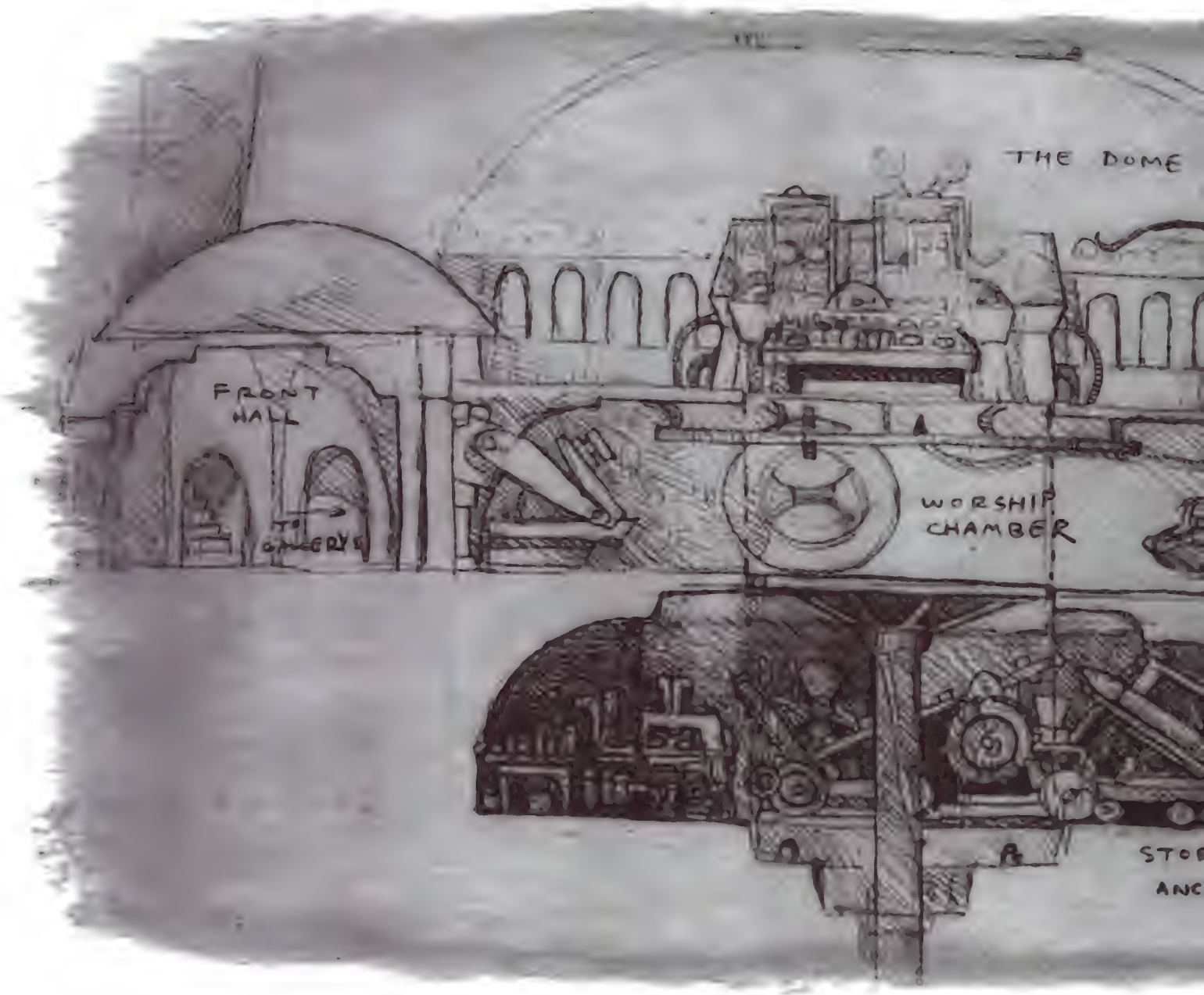
You manage to return to the lighthouse with Amanda and Dr. Krick, AND the bottle containing the Dark Being. Dr. Krick says:

Thank you for saving us! I couldn't have defeated the Dark Being without your help. I will be more careful in the future! My experiments have risked the life of my only daughter!

Please … Don't tell anyone. They would think you were mad, I know! The Dark Being must never be set free! It tortured me to get my calculations … but I didn't tell it anything! Throw the bottle into the sea! I will destroy my notes! The world will be a better place.

You should go now, Amanda needs some rest. Thank you again!




THE DOME
FRONT HALL
TO GALLERY
WORSHIP CHAMBER

Chapter Two: Answers to Your Queries

BELOW YOU will find all the answers to all the Queries in Chapter One. Don't read this section if all you want is a hint, because all the solutions are herewith exposed.

Region 1: Hints

How do I collect items I find as I explore? Any item you find as you explore the game will automatically go into your inventory and be available for later use. There are dozens of interesting objects to be found.

There is, though, one problem: Your inventory is only capable of displaying four items at one time. You'll have to find a way to store pieces of your inventory that you don't need immediately.

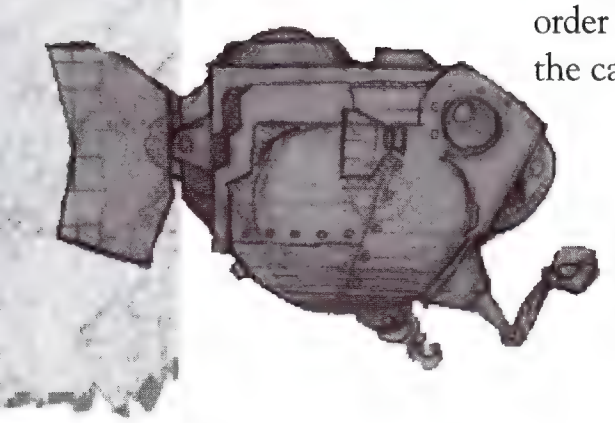
There's a bag hanging on the coat rack by the door. Click on the bag and it will become part of your inventory, displayed in the area below the main window. The bag is an important object to bring with you. You can use it to store extra items that you don't need to use immediately.

By the way, this one's actually a secret one-time-only freebie. If you leave the cottage without grabbing the bag and the umbrella, they will automatically go into your inventory. They are both essential to completing the game and are the only items that will come into your possession whether or not you reach out for them. Put items into the bag by clicking on them and bringing them to the bag. When items are put in the bag, they disappear from the inventory windows. You can pull something out of storage by clicking on the bag. The item you select will replace one of the four shown on the screen.

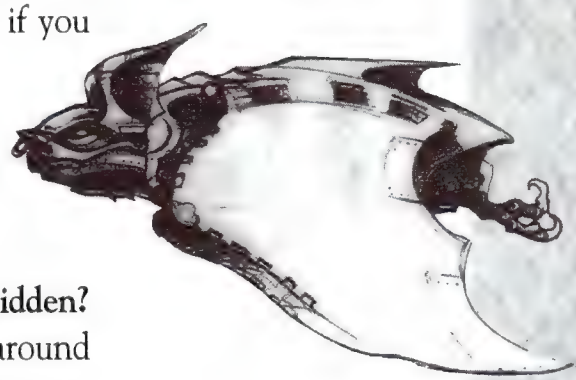
Do I need to read every page of the journal? No, but there is a lot of useful information in it. If you want to skip over the listings, though, you will need to at least locate the journal, and open it up; you can click outside the book to close it immediately. You must do this in order to be allowed into the leftmost room of the cottage. The full text of the journal is included in this book.

Must I listen to all of the messages on the answering machine? Just as with the journal, you have to at least make a pass at the machine before you leave the room. Click on the clasp of the device and then on the flashing red button to start the playback. If you're ready to move on to the next message, click on the FF (Fast Forward) button to skip ahead. Do it three times and you're done with your assignment. The full text of the messages is included in this book. The third call, from Dr. Krick, is the most important one, of course.

I've picked up the keys to the car. How do I make it start? In order to leave the house, you'll have to open the door and click the car keys on the car you find parked outside.



How do I win this game? In a word: Explore. The second most important piece of advice is this: Save your game regularly, especially as you are about to enter into dangerous areas. By doing so, you will always be able to return to the start of any puzzle if you manage to lose your life.



Region 2: The Lighthouse

How do I find the key to the lighthouse that Dr. Krick has hidden? Move as close to the door as you can and move the cursor around on the screen until it changes into a down arrow. Click again to examine the stuff on the porch. Click on an item and keep the button pressed. Move the cursor to move the items around until you find what you are looking for, then click on the key to put it into your inventory.

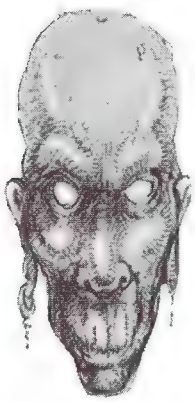
Where is the key to the shed outside the lighthouse? You may already have the key if you explored the area around the front door; the shed key hangs inside the lantern to the left of the entry. To examine the lantern, click on it from the main view of the door and then poke around inside with your cursor.

Why does the large circuit breaker keep shutting off? The breaker will keep short-circuiting until the gate device inside the lighthouse has been repaired.

How do I quiet Amanda in her crib? You are able to quiet her the first time she cries by running to the kitchen to bring her a bottle of formula. After you do so, you can go off and explore the house in relative peace.

How do I get the compass and what do I do with it? To get the compass, click on the bookcase to display a close-up view. Open the glass doors to reveal the compass on one of the shelves. Click on the compass to put it in your inventory.

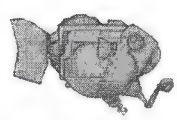
You can call up the compass at any time to check which direction you are heading. It will stay in view until you call for a different item from inventory.



I don't get it ... what's so special about the toy soldier? Nothing really, although the key on the toy's back might come in handy later. Click on the key to separate it from the toy.

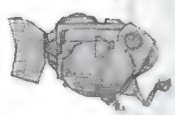
Where did Dr. Krick leave his notes in the lighthouse?

Page #	Location	Subject
31, 32, 49	on kitchen counter	Theoretical Physics
52, 53, 58	in safe in study	opening the gate, seeing into the parallel world
54	sketch	diagram of Fresnel lens with P.M. tube
59	sketch with text	the gate device with key parts in place
116, 117, 118	on desk in study	discovery of Martin's Roost, meeting with Martin, the puzzle box
63, 72	in bedroom on table	meeting the Dark Being, observing the Dark Being.
73	sketch with text	the Dark Being, 2 views
79, 81, 92, 125, 126	in lab on workbench	Dark Being stealing blueprints, Dr. Krick going after the Dark Being, Dark Being stealing parts, adding cage to gate device
80	sketch with text	Dark Being's face on bottom 2/3



I give up. How do I find the combination to the safe in the lighthouse. You do, of course, have the letter that Dr. Krick prepared for his lawyer and left in his mailbox, right? There are some numbers at the bottom of the page.

And the answer is? You really want the world and you want it now, don't you? Are you sure you wouldn't rather discover the combination yourself? Really? Okay. You have been warned. The combination is: 5-18-28.

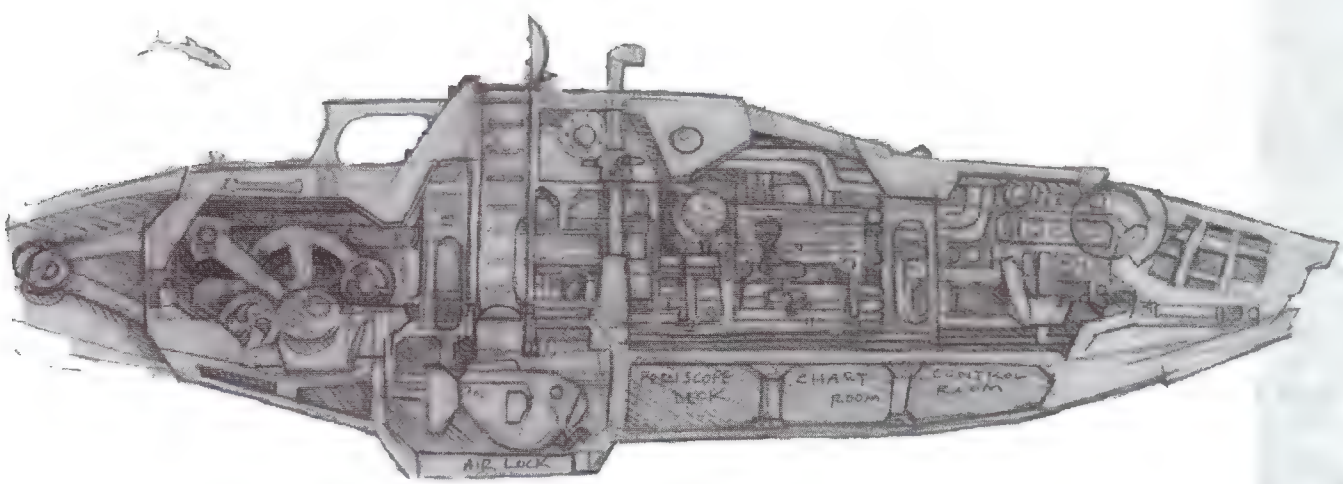


How do I open the puzzle box?
See the description on pages 119–123..

How do I figure out the combination for the digital lock on the lab? Don't despair—you have the secret code right there, noted carefully on one of the sketches of the lab on one of the pages of Krick's aluminum notebook found in the safe. Now, don't read any further if you'd rather find the code for yourself.

Okay. You have been warned. The code is: 8-24-96.

How do I open the padlock on the hatch to the light chamber? Wouldn't a crowbar come in handy here? Bang it once, then twice, and finally a third time to crack it open.



How do I repair the Gate Device?

1. Reboot the super computer.
2. Use the crowbar to break open the trunk containing the power modulation tubes.
3. Obtain a power modulation tube from the trunk. You can only retrieve one at a time, so you might want to come back for another one after you've placed one in the lens.
4. Raise the modified Fresnel lamp into the light chamber.
5. Climb the stairs to the light chamber.
6. Get past the lock on the hatch and enter the light chamber.
7. Open the hatch in the lamp.
8. Replace the PM tube inside the Fresnel lamp.
9. Attach the loose cable from the lightning rod to the top of the Fresnel lens.
10. Open the panel on the gate device and repair the short and the blown tube within.
11. Reset large breaker in the shed.
12. Trigger the gate device with main switch.

The Fresnel lens focuses a lightning strike that powers the device, and open the gate to the parallel world.

How do I repair Dr. Krick's gate device in the lighthouse laboratory?

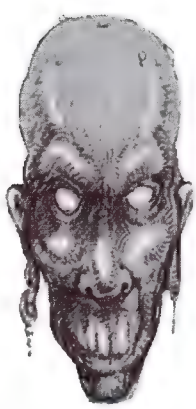
Message	Seen When	What You Should Do	Success Message
Power surge detected—System shutdown successful. Reset system to continue...	The first prompt after you restore power by turning on small breaker switch 2 in the shed outside.	Reset the computer by pressing the button behind the panel on the front of the CPU.	System reboot...Please wait. System memory (count up to 1024 MEG) ok.
Error...hardware config. 000216...main device not responding to system	The first prompt after you press the reset button on the super computer.	Repair the short in the body of the gate device	Hardware enabled
Error...power supply unavailable.	After you repair the short in the device.	Turn on the large breaker switch in the shed and send juice to the main power supply.	Power supply—ok.
Error...hardware failure...power modulator not responding to system. Error...hardware failure...power modulator not found. Error...lens not engaged...power modulator not found	The device will begin checking its various parts and inform you of repairs that must be made.	Replace the power modulator tube and hoist the lens into place. Attach the cable hanging from the lightning rod to the top of the lens.	Power modulation—ok
System initialization failure... Retry? Y/N	Repairs have been accomplished.		
Device ready...trigger activation sequence		The system is ready to be activated.	

Region 3: The Roost

Where is the key to the drawbridge, and how do I use it? The long metal key found on the pier will fit just fine here; insert it and rotate it 90 degrees to open a hidden panel.

How do I keep the Birdman from coming back into the workshop? Once the Birdman has left the room, the workshop windows can be locked to keep him out. Click on the window grating to close it; clicking on the lock plate on the closed grating to bring up a close-up view of the grating and the keyhole that locks the window. Click the key you collected from the desk in the living quarters on the keyhole to lock the window.

How do I repair the radio control device? Here are the necessary repairs. The repairs must be conducted on the large black table in the workshop. Make sure you have already obtained the spare part from Martin's desk. Then proceed as follows:



1. On the black operating table, open the hatch using the electric screwdriver.
2. Use the wrench from the worktable on the inside of the radio control to turn the spiky knobs that hold the broken part in place.
3. Remove the broken spring, and insert the spare.
4. Close the casing.
5. If the Birdman has smashed the RC unit with the hammer, an additional repair must be made. Replace the antennae on top of the RC. You'll find it where it fell, on the small gray table.

How do I get rid of the hawks? As we have said, there are two ways to do this: with guile or with force. Just as it is in the real world, violence usually is quicker but brings with it all sorts of problems.

If you're the action type: Did you happen to collect some of the rocks from the beach? They make excellent throwing weapons

against the hawks. Each time you hit a bird it will squawk and jump up from its perch; hitting it three times will make it break apart and fall into the sea. Note, though, that if the hawks are destroyed, they will not be in the hawk roost to help you drive the Birdman away later.

If you want to use your brain, use the golden sparrow you collected earlier. For reasons we may never fully understand, the inventor created not only the bothersome hawks but also a device to get past them: the golden sparrow.

Grab the special bird to put it in your inventory. Click on it there to bring up a close-up view with a 360-degree rotating animation of the sparrow. Clicking the wind-up key on the back of the sparrow will crank up the bird. When you click the sparrow on the cuckoo clock, it will fly up to it, the door will open, and the sparrow will go inside.

When you click on the clock weight it will swing once and stop. If the wound-up sparrow is in the clock, the weight will continue swinging, and the clock will begin to tick. The sparrow will emerge from a door in the cuckoo clock, and begin to sing. Its singing causes the hawks to return to their roost in the tower.

What should I look for inside the inventor's desk? Here are the contents of the desk:

DRAWER #1: There's a lot of mostly useless junk in the drawer, but if you push them aside you'll find one very valuable trinket: The key that locks and unlocks the window grating is hidden in a secret compartment. To open the compartment, click on the two screws on top to move them; click again to open the hiding place and reveal the key.

DRAWER #2: You'll find a collection of Martin's files, including his design drawings for the Birdman. A bit less obvious is the key for the Bat Whistle Cabinet, hidden among the papers.

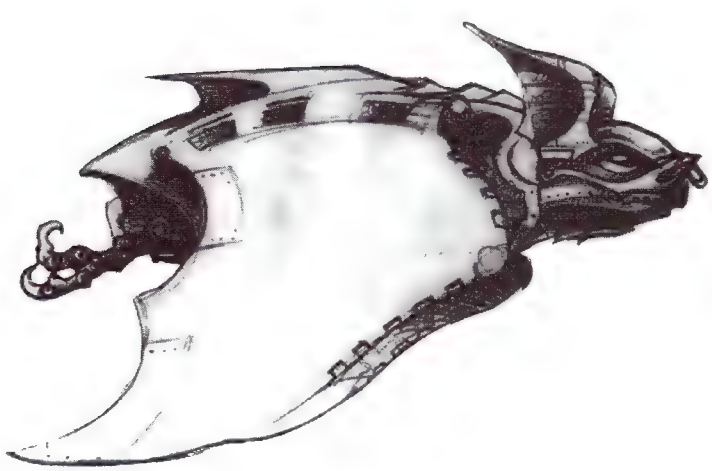
DRAWER #3: Hidden under a pile of spare parts is the essential repair piece for the broken RC unit. You must click three times on hot spots in the drawer to move around the parts to reveal the RC unit. If you click outside one of the hot spots, the parts will rearrange themselves back to their original position.

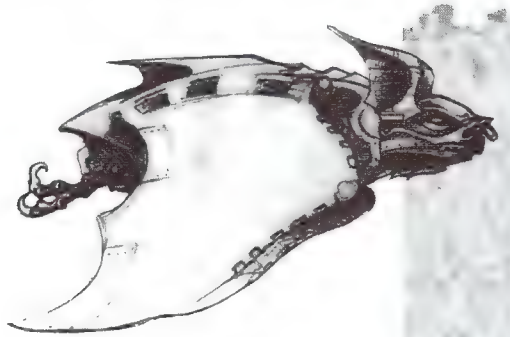
DRAWER #4: In the desk's large front drawer is the Throttle lever for the submarine.

How do I remove the Ion Cannon part from behind the glass panel? In order to remove the device part from behind the glass panel, you'll have to move the two art objects you'll find to the right of the glass panel to another region of the desk and then click on a tiny knob that slides the device part out to the right, where it can then be grabbed and put into inventory.

How do I use the inventor's hawks to drive off the Birdman? Use the radio control device from the workshop to cause the hawks to attack The Birdman. When the hawks attack, they will all fly away from the tower pursuing the Birdman, squawking and shrieking, never to be seen again. If the hawks attack too late, the Birdman will carry the lever away, and you will not be able to start the submarine.

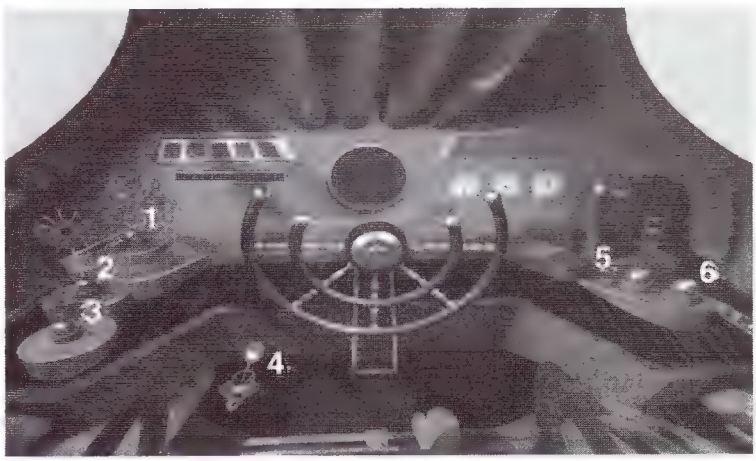
The Birdman will fly to the Temple, where he must be captured in order to gain Liryl's trust.





How do I prepare the bat for flight?

1. Pick up the wrench from the table.
2. Use the wrench to unlock the winch lever.
3. Throw the winch lever to lower the bat from its position in the tower to the launch ramp;
4. Pick up two gears from floor.
5. Put gears on crank base.
6. Pick up the handle for the bat crank from a hook on the wall.
7. Insert handle in the bat crank mechanism in the center of gear #1.
8. Wind up the bat to give it power. You'll need ten to twelve winds to reach optimum launch power; if you go past twelve the power meter inside the cockpit will enter into the red zone and the spring tension swill be released to keep the spring from breaking. If this happens, you'll have to re-wind the spring.
9. Get inside bat cockpit; the cover will close.
10. Unlock the safety latch on the launch lever.
11. Engage the launch lever in the cockpit.
12. Launch.



1. Engine room power
2. Navigation room power
3. Ballast room power
4. Main Power
5. Control room door
6. Engine room door

How do I get to the submarine from the dock? The submarine is reached by extending a connecting bridge from the dock to the sub. The bridge is extended by turning a spoked wheel mounted on a gearbox on the dock. The wheel must be rotated several turns for the bridge to extend fully.

In order to lock the wheel, you must use the safety latch mounted above the wheel. If you don't use the latch within two seconds, or if the wheel is released before the bridge is fully out, the wheel will spin backwards and the bridge will retract.

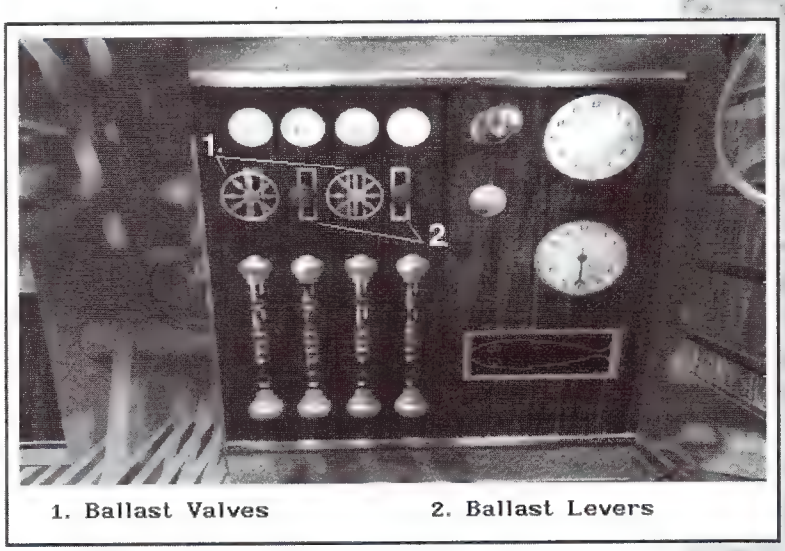
How do I get the sub off and running? Things are beginning to get a bit more complex, aren't they? There are six steps involved.

1. Open the water gate before entering the sub. The water gate is opened using counterweights and a crane that is mounted on the concrete landing. The crane can be rotated 360 degrees, and its hook can be raised and lowered over the counterweights, the locking hook, and the counterweight platform. The crane is controlled from a small control panel with two levers. One lever is for rotating the crane, and one is for raising and lowering the hook. In order to open the gate, you must use the crane to move a pair of heavy iron weights from the landing onto a nearby platform mounted on a hydraulic piston. Also on the landing is a U-shaped metal hook that must be pulled up with the crane to unlock the counterweight mechanism. When both weights are on the platform, and the locking hook has been pulled, the water gate will open.
   Insert the throttle lever. The submarine's throttle must be screwed into place to the right of the chair, at the control console of the submarine.

2. Turn on the power, using a bank of switches on the control console. The switches are not numbered or labeled, so you will have to. figure out what they do by trial and error.

3. The switch functions are:
   - Switch 1: Power for the Navigation console in the chart room;
   - Switch 2: Power for the main control console;
   - Switch 3: Power for the engine room;
   - Switch 4: Unlocking mechanism for the engine room door;
   - Switch 5: Unlocking mechanism for the control room door, and
   - Switch 6: Power for the ballast console

   Turning on all switches at once will overload circuits and trigger a shutdown. Once the ballast is set, or the engine is running, the corresponding switch on the main console can be turned off, freeing power for other tasks.

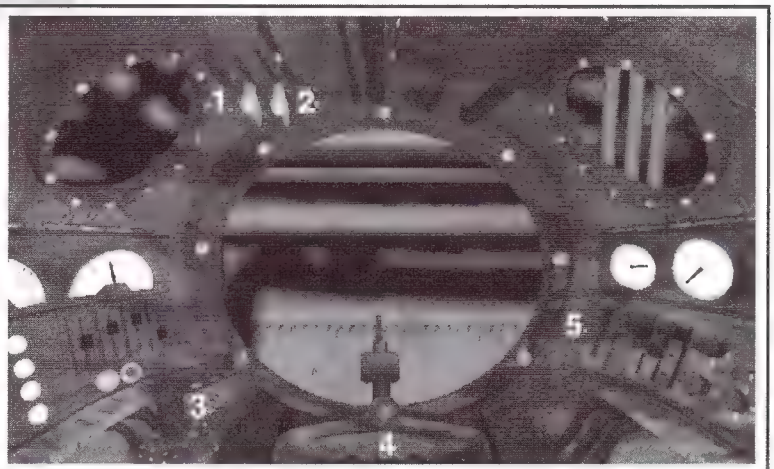


1. Ballast Valves 2. Ballast Levers

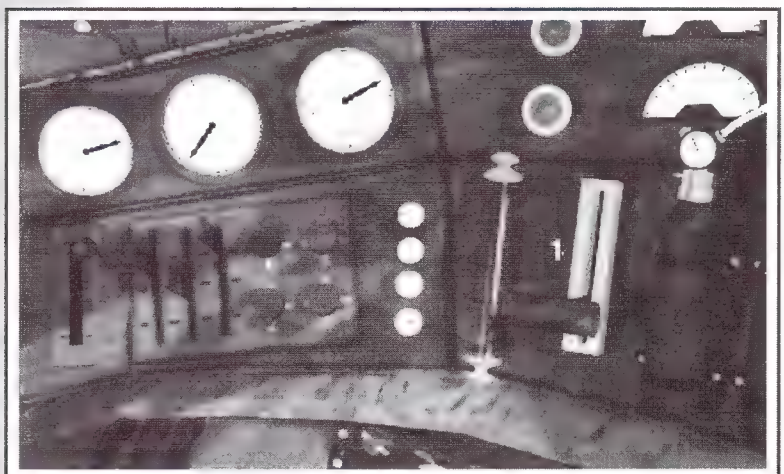
4. Engage the throttle to start the sub on its journey. The sub will travel aimlessly until a course is charted using the navigation console.

5. Blow the ballast. The sub can only enter and exit the cavern submerged. The ballast controls will not function until powered on from the control console. Valves one and two must be triggered in the correct order or the ballast panel will reset, and an emergency light will flash.

- Throw lever 1.
- Throw lever 2.
- Turn valve 1 and observe gauge rising.
- When valve 1 gauge needle is in the region indicated in blue, turn valve 2. If you turn valve 2 too soon or too late, gauge 2 will rise briefly, then set off the alarm and reset.



1. Disengage pod from sub
2. Closes hatch
3. Throttle
4. Joystick (steering)
5. Lowers robot arm controls



1. Ballast lever

How do I get to the Dark Domain? The coordinates for the Dark Domain are entered into the priest's biomechanical computer in the Room of Ancient Machines. You must find your way to the Temple, and earn the trust of Liryl to gain access to this room.

Region 4: The Wreck

How do I find the coordinates to the wreck? They can be found in the note within the bottle on the beach, but the priest who wrote the message didn't have time to get exact coordinates! The precise coordinates to the wreck are on a rolled up chart in a map case in the sub's chart room. Make sure you enter the coordinates into the navigation console.

I want the coordinates now ... Well, okay. Here are the important instructions; you can pilot the submarine to all of the locations except for the Temple.

Dark Domain	22.01 degrees north, 119.11 degrees west
Martin's Roost	20.88 degrees north, 118.82 degrees west
Island Fortress	21.65 degrees north, 118.87 degrees west
Wreck	20.67 degrees north, 118.96 degrees west
Temple	20.90 degrees north, 119.3 degrees west

Region 5: The Island Fortress

Fishing? Why would I want to do that? You'll never know when you could use a fish in your inventory. Click on the fishing pole at the dock and click again on its reel to pull in a nice one.

How do I get across the moat to the foundry in the fortress? We've always found that a bridge over troubled water is a good solution. The tools in the wood shop are connected to a central gear box that is powered by the wind power chamber. Belts attached to the gear box power each tool. Note that there is no power to the gear box when you first enter the room.

How do I light the forge? Well, you're supposed to bring your own lighter. You did pick one up way back when you explored the summer cottage, right? If you don't have the lighter, you could use the handy torch that hangs on the wall in the foundry.

How do I build the bridge? The bridge consists of ten pieces you must assemble—two long pieces and eight cross pieces. The pieces must be cut using the saws in the woodshop. The two long pieces will reach across the canal in the water gate. Finish up by placing the eight shorter pieces across them to make a bridge.

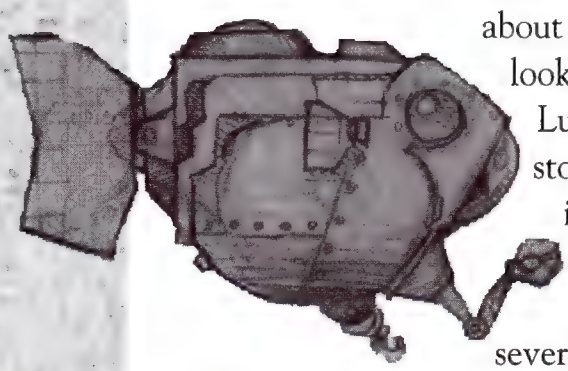
You'll be able to see the Fortress Monster from a distance through the window in the woodshop. The monster is keeping an eye on you, and if he's nearby, he will enter from the foundry and destroy the bridge when it is almost completed. The monster will remain by the moat, threatening you until you leave the area.

If the monster doesn't smash the bridge, you can cross into the foundry.

The key to the puzzle is to wait until the monster is in the watchtower the tower on the right outside the window. This will give you enough time to complete the bridge.

How do I turn on the power from the wind power chamber to operate the machinery in the wood shop? You must use a large hand crank to extend the fans through hatches in the ceiling. Once the fans are extended, the drive shaft to the gear box must be connected to the fans, and the fan brake must be released to allow the fans to start spinning.

Careful here: If the fans are spinning when you try to engage the gear shaft, it will not work, and a horrible gear grinding squeal will fill the room. If you make the same mistake several times, a connecting rod will break, stopping the fans. If that happens, you'll have to retrieve the spare part for the wind power chamber from a workbench in the Wood Shop.



How do I destroy the Fortress Monster? There's something fishy about this guy; in fact, a ripe fish will be just the solution you are looking for.

Lure the monster to the gate tower by using the fish you have stored (refrigerated, we hope) in your inventory. Once the fish is placed in the tower, the monster will go to it, and try to reach it.

There is a cannon on the roof of the foundry. It is one of several which guard the fortress from enemies. The cannon on the foundry roof points in the general direction of the watchtower; it can be moved on a sliding rail to adjust its lateral aim. To move the cannon, you'll have to pull a release pin from the rail to angle it to the right.

When the monster is distracted by the fish, load, aim, and fire the cannon. The cannonball will hit the monster, causing him to fly up in the air and out to sea, never to molest you again. Once he is gone you can go through the door in the watchtower, and across the wall to the ornithopter loft.

How do I obtain the missing piece for the ornithopter? Sorry, Ornithopters-R-Us is closed. You'll have to build the piece by yourself. How about using the abandoned foundry in the Island Fortress?

There are several stages to building the missing piece.

1. Light the forge. (Using that cigarette lighter you picked up in you cottage all the way back at the start of your quest, or the torch right behind you!)

2. Add metal bars to the crucible.

3. Heat the crucible in the forge.

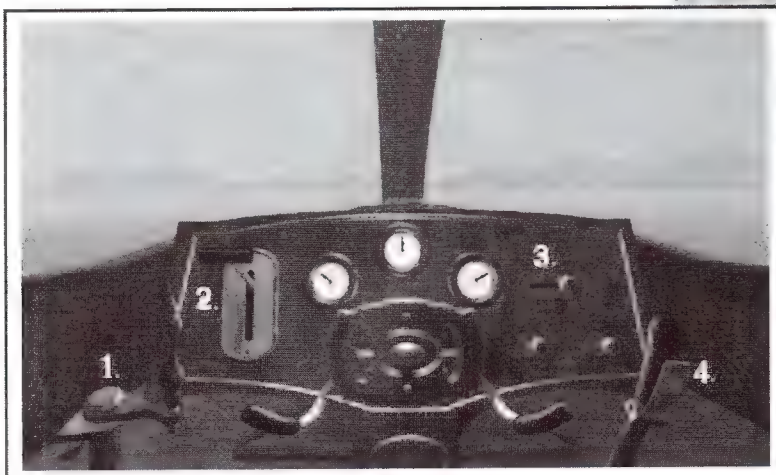
4. Pour the molten metal into a mold.

5. Allow the mold to cool, and then remove the part.

6. Attach the piece to the ornithopter.

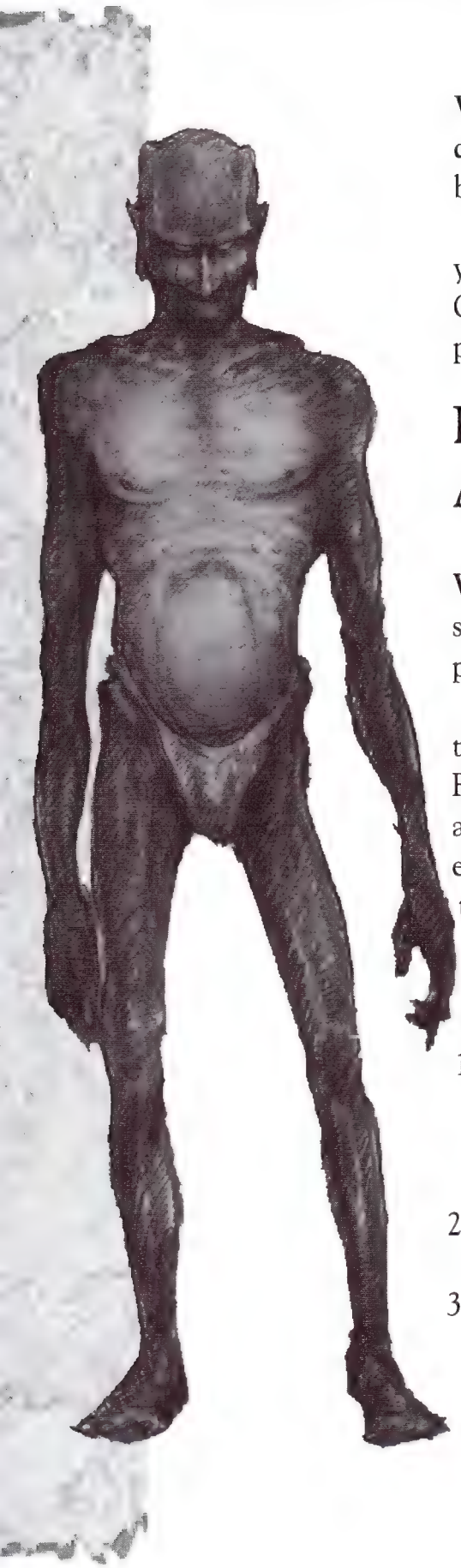
How do I get the ornithopter into the air?
The wings are powered by the stored energy in a wound spring, like a rubber band airplane. You'll find a "winding" device in the hangar that powers up the wing mechanism. A simple meter on the winding device indicates when it is at full power.

The wings start flapping using a pull knob like a choke knob on a car. A release lever in the cockpit extends the ornithopter outside the tower on a rail. Another lever lowers the wings into flying position. Finally, a brake-like lever releases the ornithopter from the rail it is mounted on.



1. Extends & retracts Orni
2. Flaps wings
3. Lowers wings
4. Launch lever

If the ornithopter is flapping when the release lever is pulled, it will launch from the loft into the air. If the wings are not flapping it will not release. If there is not enough tension to launch, the wings will wind down, and the ornithopter must be returned to the hangar and rewound.



Where is the missing power supply for the device that will defeat the Dark Being? It is hidden behind a metal panel in the base of the statue in the watch tower.

In order to open the panel you must use a small skeleton key you can obtain from the workbench in the ornithopter loft. Clicking the key on the secret panel on the west face of the pedestal will open the panel, revealing the part.

Region 6: The Temple of the Ancient Machines

Where do I find the 3D CD? It is hidden within the flower bud sculpture in the right chamber. You must manipulate the moving parts of the sculpture to reveal the CD.

There are two chimes projecting on spiral arms from the base of the sculpture. Each chime will ring for a few seconds when touch. Ringing each chime by itself, though, does nothing more than make a noise; you'll have to ring them both together to make the electric eye open. Ring them together a second time to make the bud open to reveal a complex inner structure of arms and strange projections.

To reveal the CD, do the following:

1. Line up the slot revealed by moving arm 1 and arm 2, so that arm 3 will move into a vertical position; this will release the gray spiral arm in back.

2. Ring the wind chimes in quick succession.

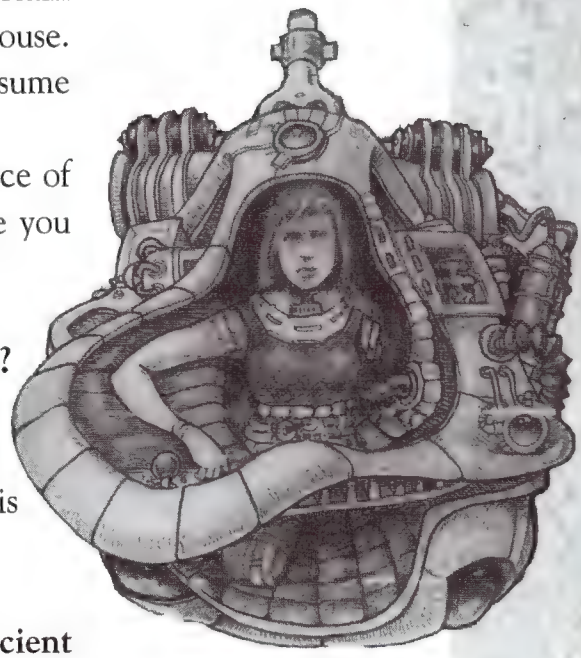
3. Toggle arm 4 while the chimes are still ringing.

The CD will pop out of its hidden slot.

I went into the right or left chamber but Liryl did not appear. How do I find her? You won't find Liryl before she finds you. Enter the Temple's central chamber for a formal introduction. Later if you want her and she's not around, try knocking on her doors. Sometimes she'll answer, sometimes she won't. Liryl will never enter from the door in the left chamber; (the chamber with the kinetic sculpture.)

How do I get to talk to Liryl? Liryl is the only occupant of the Temple. She will speak when clicked on, or in response to certain actions. You can interrupt Liryl's speeches by clicking the mouse. If she is interrupted, she will stop speaking and you will resume control.

Clicking on Liryl again causes her to begin her next piece of dialog. In this way, if you come back again some other time you won't have to listen to the same dialog over again.



How do I get Liryl to allow me into the upper chamber? Liryl will allow you access to the upper chamber, and to the Room of Ancient Machines by unlocking the hydraulic floor from her pod control panel - but only after the Birdman is defeated, or flies away through the dome.

How do I get the lift to the dome and the Room of the Ancient Machines in the Temple to work? It will not work until Liryl "unlocks" it from her console, and she won't do that before you prove your worthiness to Liryl. You could, for example, rescue her from the Birdman.

How do I cheer up Liryl? She seems so sad, and sometimes so hard to get through to. A girl like Liryl just can't seem to have too many shiny baubles or pretty shells.

What is the missing machine part? Try clicking items in your inventory on Liryl. Most of your items she won't recognize, but she'll tell you a bit about some of them. When you hit the jackpot, she'll say: "That's part of the device! They called it a particle ionizing vacuum cannon! If you can assemble it, I think you can defeat him."

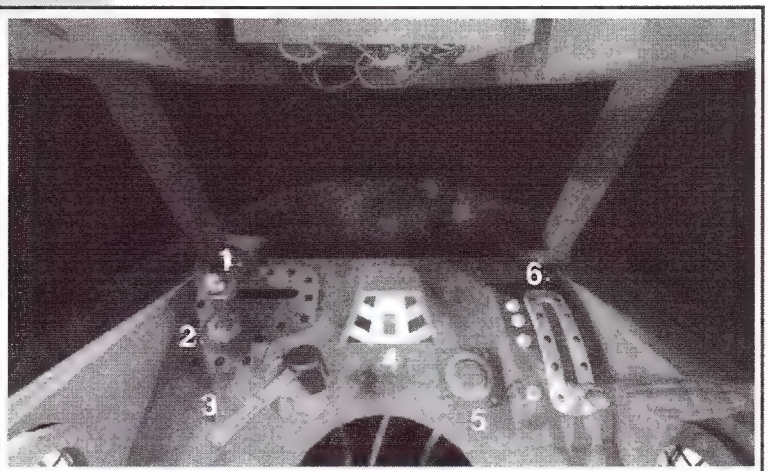
How do I defeat the Birdman in the Temple? You've got to grab him with the electromagnet that moves on a rail attached to the wall. Operate the magnet's controls from the console across the room. If you fail to grab the Birdman, he will fly off into the dome, never to be seen again.

The Birdman will have the throttle for the submarine, if he got away with it from the Roost. He will drop it on the floor before he attacks Liryl. You can pick it up after the battle.

If you don't stop the Birdman from attacking Liryl, she's not going to be very cooperative. If you don't defeat the Birdman, give her some baubles or pebbles to prove you are her friend.

Region 7: The Dark Domain

How do I control the train in the Dark Domain? It's all right there in front of you on the train's instrument panel:



1. Winch control
2. Winch On/Off switch
3. Switch control
4. Drill control
5. Starter button
6. Throttle

- Power Switch: Supplies electric power to the train. Once this switch is thrown, the train controls will operate.
- Throttle: Moves the train forward or backward along the Dark Domain Railroad.
- Drill Control: Activates the drill.

- Winch Control: Operates the winch mounted on the back of the train.
- Switch Control: To choose a direction at an intersection.
- Inside/Outside Switch: Toggles between inside and outside views.
- Starter Button: Turns on and off the engine, if the power switch is on.

How do I open the train gate? The tools to cut through the padlock—and a whole bunch more—are in the toolbox. Here's what you'll find:

- Heavy-duty bolt cutters, for the gate at the sub dock.
- Spike remover, for solving the broken track puzzle.
- Heavy-duty wrench for switch repair, valuable at the broken switch.
- Rock hammer, usable later on to break the lock on the trunk in the device chamber.
- A box of dynamite.

How do I use the elevator controls to move the train in Cavern 1? Pulling the lever raises the train 30 feet to the upper track level. Another lever on the roundtable platform rotates the train; there are four directions to choose from on the roundtable. The roundtable lever will only function on the upper level. On the upper level use the compass to orient yourself. You might want to make a map. It's a confusing place.

How do I clear the avalanche of boulders from the tracks in Cavern 2? You did hold on to some of the dynamite you found in the train's toolbox, right? Put it in the right place, and make it go boom. You'll need that lighter, or the torch (thank goodness it's still burning!) if you left the lighter at home.

How do I repair the broken switch in Cavern 3? The broken switch makes it impossible for the train to make the turn toward the drawbridge because the train's left/right control lever won't work. First you need to look around the room. Find the hexagonal steel bar in a crate of discarded parts. Insert it in the hexagonal socket in the broken switch. Use the wrench in the train's tool kit to turn the steel rod, and fix the switch.

How do I control the drawbridge in Cavern 4? The drawbridge is operated by using the train engine's winch. Back the train up to the bridge and use the winch to pull the lever that lowers the drawbridge.

How do I repair the broken track in Cavern 5? Look around the room for a spare piece of rail. Use the spike remover from the toolbox to replace the bad track with a good rail. Use some of the track on the nearby unfinished railroad siding.

How do I get through the rock wall in Cavern 6 to the device chamber on the other side? It's time for some heavy lifting; it's a good thing that your train is equipped with its very own drilling device. To start the drill, drive to the end of the line, then push the yellow striped drill activation button in the middle of the train's control panel.

Where are the pieces of the device to defeat the Dark Being hidden? The parts of the Particle Displacement Ionizing Vacuum Cannon are scattered about the land; they must be gathered and assembled in the Dark Domain to use against the Dark Being. The parts can be found:

1. The crystal bottle is in the puzzle box at the lighthouse.
2. The power supply is in the Room of Ancient Machines at the Temple.
3. The firing mechanism is in the safe in the wreck.
4. The ionizer is in the desk at Martin's Roost.
5. The vacuum pump is in a secret compartment under a statue at the Island Fortress;
6. The barrel is in the volcano crater in the Dark Domain.
7. The stock is in the unfinished chamber in the Dark Domain.

The parts, when found, are stored in inventory. When you reach the unfinished chamber in the Dark Domain you will be able to assemble them. Click on the stock on the workbench in the unfinished chamber. The cannon building interface will appear, and you can put it together, if you have all the pieces. There are six major pieces to the cannon, and the crystal bottle that must be inserted inside the firing mechanism. Three of the pieces have moving parts that must be put in the proper position for assembly; each can be rotated through eight positions. Click one on another when they are properly aligned, and they will attach.

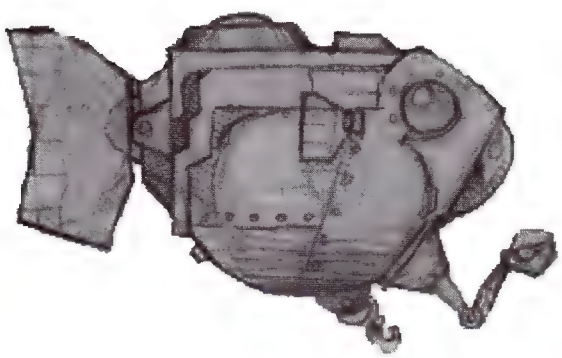
Where is the final missing piece for the priests' device? Here's a hot one for you: It's in a steam-powered clamp, a steel ball on a platform close to the pool of molten lava at the bottom of the crater. To release the clamp, you'll need to use the robotic arm on the bathysphere to adjust the valves to divert steam from the steam engine.

How do I provide steam power to the magnet crane? The juice comes from the thermal power chamber. Once it is supplied with power, the control panel will operate the magnet crane and the train gate.

How do keep the door to Amanda's cage open? Well, you're inside a cavern and it doesn't look like it's going to rain real soon. How about finding a use for that umbrella you've been dragging along with you ever since you picked it up in the summer cottage? Try jamming it in place in the door. Oh … and be sure to retrieve the umbrella after you've succeeded in rescuing Amanda. You'll need it in the crater.

How do I fix the broken walkway near the lava crater? Well, it's still not raining. Hook the broken walkway with the umbrella and pull it back into place. Flip the latch on the side of the walkway to lock it in place before you cross over.

How do I solve the bathysphere valve puzzle? This step-by-step walkthrough will show you which valves to turn thus allowing you to get the cannon barrel found in the steam clamps at the bottom of the crater. There are six directional valves (DV), two secondary valves and two steam vents. Steam is sent to the collectors and then transferred to the two steam engines in the thermal power chamber. Each collector controls the steam to an individual engine. The left collector powers the steam engine on the left and the right collector powers the steam engine on the right. Each collector has three DVs, one secondary valve, and a steam vent. The DV controls the flow of the steam, whereas the secondaries will increase the amount of steam being sent to their respective engines. The object of this puzzle is to route the steam away from the engines and to the steam clamps found at the bottom of the crater,

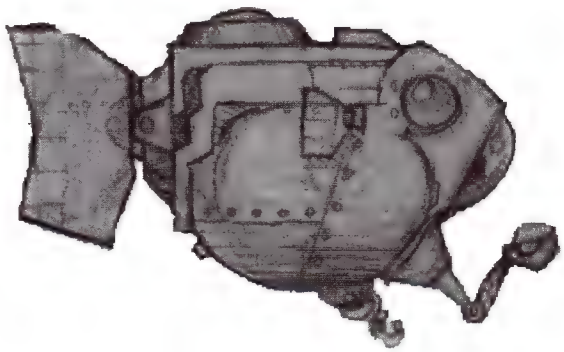


thereby opening the clamps and allowing you to get the cannon barrel. To turn a directional valve, position the robotic arm so that the clamp will catch the bottom of the valve as it turns (some minor adjustments may be needed). To turn a secondary valve, centering it.

1. Left Engine:

2. Turn DV 2 to the right.

Turn DV 8 to the right.



1. Right Engine:

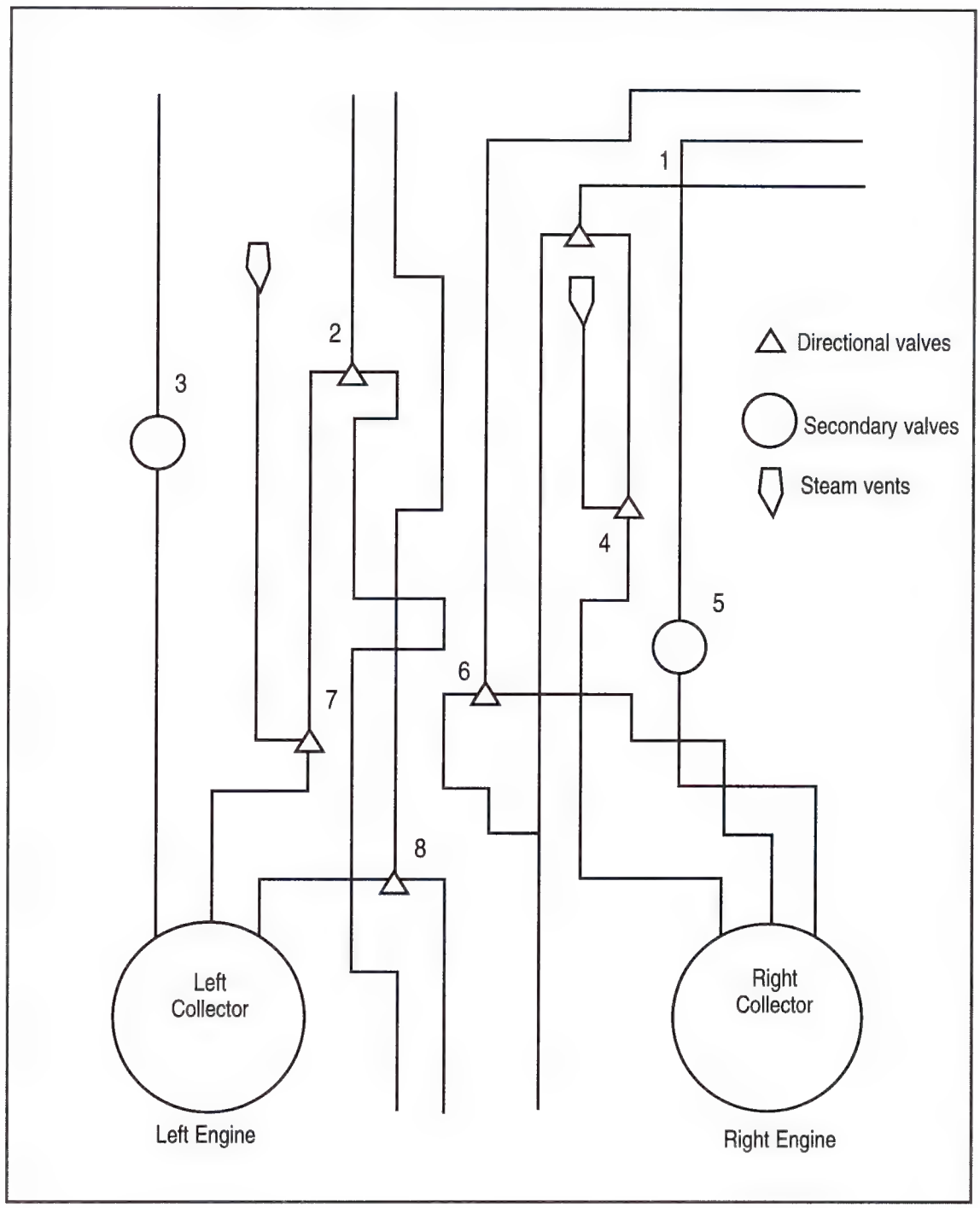
2. Turn DV 1 to the left.

Turn DV 6 to the left.

Steam has now been routed to the steam clamps. This will shut down the Steam engines, thereby closing the train gate. You will then be trapped within the thermal power chamber until the steam has been rerouted to the engines. Once the engines are restarted (steam routed to engines), the gate will open. To reroute the steam back to the engines, repeat the above steps.

Note that if a secondary valve has been opened, only one of the DVs must be returned to its original position for the appropriate engine to restart. If the secondary valve was not opened, both DVs must be returned to their original positions for the appropriate engine to restart.

Valve Puzzle Schematic



Note: Opening directional valves 4 and 7 will route the steam out through the vents. These valves need to be closed in order to open the steam clamps.

I don't want an unhappy ending. Through which door should I enter the device chamber, and should I bring a gift? You were thinking, maybe, of flowers or a box of cookies?

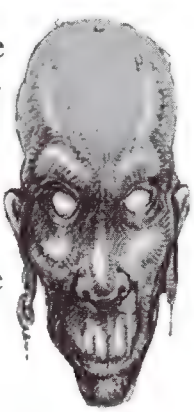
If you enter from the East door without the cannon, the Dark Being will not be amused; it will strike you on the head and dump you all the way back on the beach.

If you enter from the East door with the Ion Cannon, the Dark Being will jump into the escape chute and make a clean getaway.

Now, it should be obvious that the path to success leads through the South door. As you enter the device chamber through that door, the Dark Being is revealed working at his version of the portal device. As you watch, the Dark Being holds up a stolen power modulation tube and gloats over it for a moment. He inserts it into the device and pulls a lever to raise the power modulation lens out of sight. Plugging in the tube activates the device, and he cackles with glee.

If you keep watching, you'll see the Dark Being trigger the gate sequence, and a portal to the lighthouse will open. If you interrupt the Dark Being, he will leap through the escape chute, and you will have to start the device by yourself.

Once the gate is open, you'll have to get Amanda and Dr. Krick through the gate before it closes. If you don't do it right, some or all of you will be sealed in the parallel world forever, and your quest will end unhappily.



If you have shut off the power to the gate device and then enter the device chamber, the Dark Being will not be there. You can wake Dr. Krick and explore the room, but will not be able to trigger the device. As soon as the gate device is given power, though, the Dark Being will return to the room and will be there the next time you enter the device chamber.

How do I use the controls of the brainwashing chair? First of all, the electrode cap must be in place. If it is not on his head, the control panel will not affect him, and he will remain unconscious. Use the lever on the left side of the control panel to raise or lower the cap.

Then use the controls on control panel:

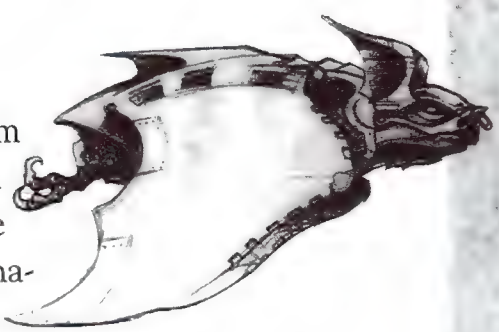
1. A large silver dial controls his brain waves. Turning it to different positions has different results. The setting of the dial will cause him to either sleep calmly, twitch slightly, or twitch uncontrollably.

2. The switch to the right of the dial triggers the shocks given to Dr. Krick, according to the setting chosen using the large silver dial.

3. A screen beside the control displays his brain waves. The display changes depending on the setting of the dial.

4. Two small silver switches to the left of the dial must be set in particular positions to activate the settings chosen on the dial. When the switches and dial are set correctly, the chair will shock Dr. Krick. the chair triggers an electroshock-like burst of electricity that causes Dr. Krick obvious distress; he will twitch, clench his fists and jaw, and grimace in pain. But when used correctly these same controls will wake him up. To wake Dr. Krick use the "mild shock" setting (second from the top) three times in a row. He will waken and sit up, but he will not leave the Dark Domain without his blueprints and Amanda.

How do I make a time bomb? If you have all of the necessary pieces you can assemble a time bomb to blow up the Dark Domain. You will need dynamite from the toolbox (lots of it! The first click on the dynamite puts three sticks in inventory, the second click brings up the time bomb dynamite inset), the alarm clock from the



bedroom in the lighthouse, and the circuit board from the Room of the Ancient Machines. They are combined by clicking on the dynamite in the tool box to bring up the bomb inset. The circuit board, then the clock need to be attached to the dynamite in the inset. The bomb's one hour timer is set as soon as the parts are assembled. Once the timer is started there is no turning back! You must escape or die!

How do I trigger the Dark Being's portal device to return to the lighthouse? The easiest way to return is to let the Dark Being trigger the portal device for you. But if it has flown the coop in one way or another, there are six steps you'll have to perform to trigger the device yourself:

1. The power modulation tube must be placed in the green garbage can-like chamber to the left of the main console.

2. You must have set the valve in the machine room so that power is provided to the gate device, or it will not work.

3. The machine's "biomechanical computer" must be activated by throwing a lever mounted on the face of the device. The conduction chamber must be raised above the rim of the volcano using the floor lever.

4. The brains must be electrically stimulated using the dynamo. It must be spun at least three times to activate the brains.

5. The device must be triggered by pushing the floor mounted ON lever in front of the jukebox-like contraption on the right. This causes the power modulation chamber to rise through the fissure in the face of the volcano.

All that remains is to wait for lightning to strike the device and open the portal. If the controls are activated out of order they will not open the gate.

How do I finish the game every possible way? All the endings fit into two categories: time bomb endings and non-time bomb endings. The following is a complete list, including the necessary moves.

Time Bomb Endings

- Time Bomb explodes / Player still in the Domain. Dark Being NOT captured. Amanda and Krick NOT saved:

  Build the Time Bomb and start it.
  Wait 1 hour (real time) for Time Bomb to detonate.

- Time Bomb explodes / Player still in the Domain. Dark being captured. Amanda and Krick saved:

  Build the Time Bomb and start it.
  Go to the Machine room and rescue Amanda.
  Build the cannon (unfinished chamber only).
  Enter the Device chamber via the south gate.
  Click the cannon on the Dark Being.
  Open the Device chamber portal.
  Revive Krick and click Amanda and the blueprints on him.
  Wait for the Time Bomb timer to expire.

- Time Bomb explodes. Dark Being NOT captured. Amanda and Krick NOT saved:

  Build the Time Bomb and start it.
  Enter the Device chamber via the south gate (Let the Dark Being escape).

- Open the Device chamber portal and step through, or
  leave the Dark Domain via the sub.

  Time Bomb explodes. Dark Being captured. Amanda and Krick NOT saved:
  Build the Time Bomb and start it.
  Build the cannon (unfinished chamber only).
  Enter the Device chamber via the south gate.
  Click the cannon on the Dark Being.
  Open the Device chamber portal and step through, or
  leave the Dark Domain via the sub.

- Time Bomb explodes. Dark Being NOT captured. Amanda rescued. Krick NOT saved:

  Build the Time Bomb and start it.
  Go to the Machine room and rescue Amanda.
  Enter the Device chamber via the south gate (Let the Dark Being escape).
  Open the Device chamber portal and step through, or
  leave the Dark Domain via the sub.

- Time Bomb explodes. Dark Being captured. Amanda rescued. Krick NOT saved:

  Build the Time Bomb and start it.
  Go to the Machine room and rescue Amanda.
  Build the cannon (unfinished chamber only).
  Enter the Device chamber via the south gate.
  Click the cannon on the Dark Being.
  Open the Device chamber portal and step through, or
  leave the Dark Domain via the sub.

- Time Bomb explodes. Dark Being NOT captured. Amanda and Krick saved:

  Build the Time Bomb and start it.
  Go to the Machine room and rescue Amanda.
  Enter the Device chamber via the south gate (let Dark Being escape).
  Open the Device chamber portal.
  Revive Krick and click Amanda and blueprints on him.
  Follow Krick through the portal.
  Watch Epilogue 1 (Amanda, Krick, Player/No Dark Being).

- Time Bomb explodes. Dark Being captured. Amanda and Krick saved:

  Build the Time Bomb and start it.
  Go to the Machine room and rescue Amanda.
  Build the cannon (unfinished chamber only).
  Enter the Device chamber via the south gate.
  Click the cannon on the Dark Being.
  Open the Device chamber portal.
  Revive Krick and click Amanda and blueprints on him.
  Follow Krick through the portal.
  Watch Epilogue 2 (Amanda, Krick, Player, Dark Being in bottle).

Non-Time Bomb Endings

- Player runs out of power modulation Tubes in the lighthouse:

  Open portal
  Let timer run out.
  Repeat until you use the last Modulator tube.

- Player becomes trapped in the parallel world:

  Wreck the train in the Dark Domain.
  Device chamber portal closes before you step through
  (no modulator in inventory). Must enter chamber via the south gate.

- Player returns to lighthouse WITHOUT Amanda, Krick or defeating Dark Being:

  Enter the Device chamber via the south gate (Dark Being escapes).
  Open the Device chamber portal and step through.

- Player returns to lighthouse with Dark Being in bottle, but WITHOUT Amanda and Krick:

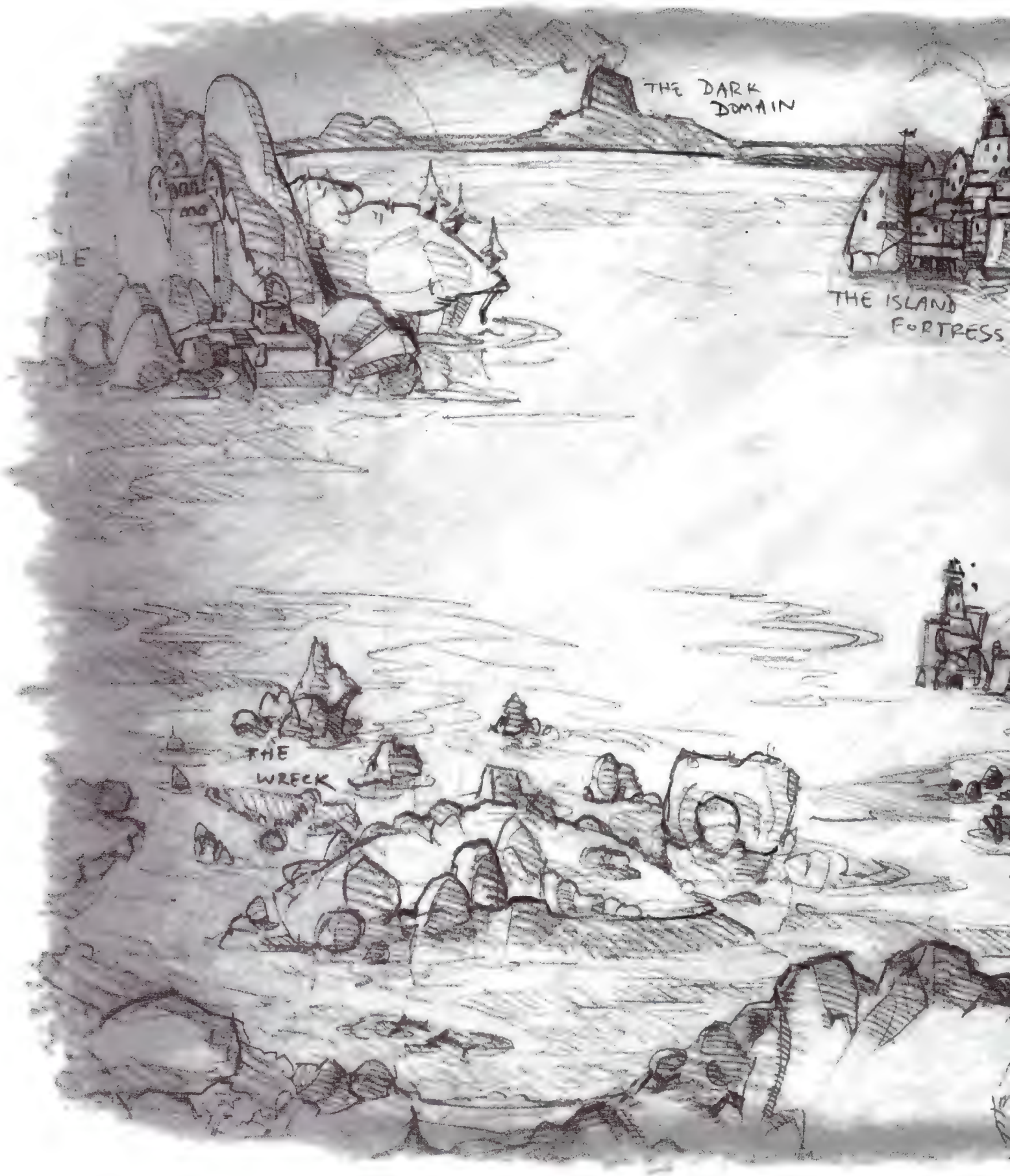
  Build the cannon (in unfinished chamber only).
  Enter the Device chamber via the south gate.
  Click the cannon on Dark Being before he escapes.
  Open the Device chamber portal and step through.

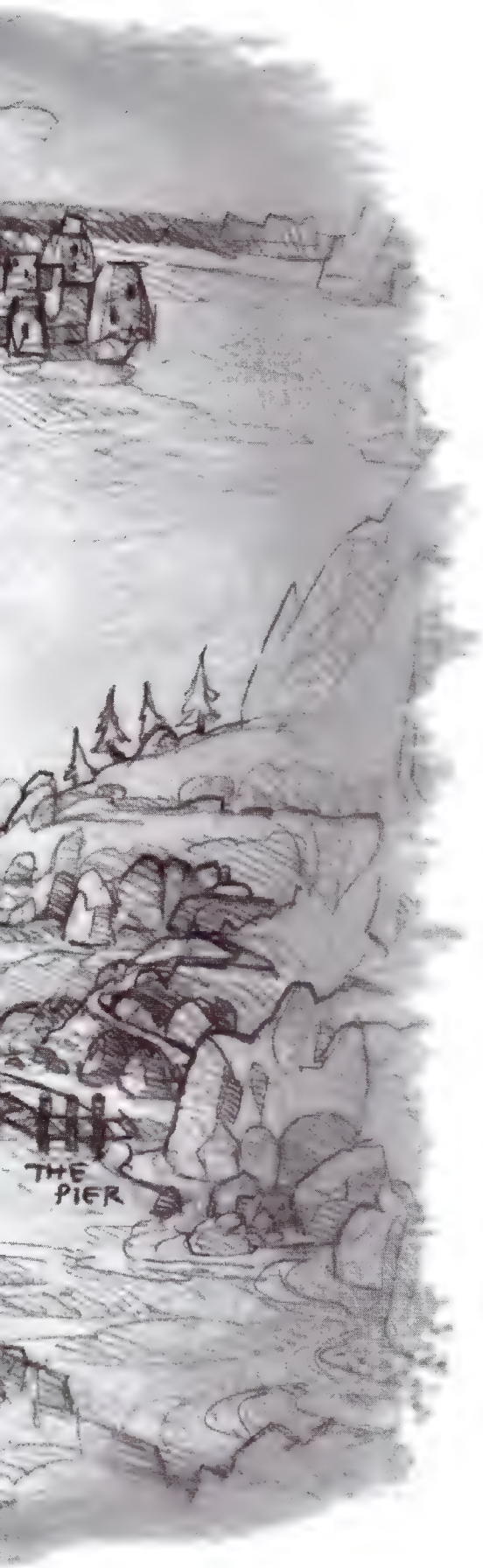
- Dark Being NOT captured. Amanda rescued. Krick NOT saved:

  Go to the Machine room and rescue Amanda.
  Enter the Device chamber via the south gate (Let the Dark Being escape).
  Open 'Device chamber' portal and step through.

- Dark Being captured. Amanda rescued. Krick NOT saved:

  Go to the Machine room and rescue Amanda.
  Build the cannon in the 'unfinished chamber'.
  Enter the Device chamber via the south gate.
  Click the cannon on the dark being.
  Open the device chamber portal and step through.


THE DARK DOMAIN
THE ISLAND FORTRESS
THE WRECK



Chapter Three: The Walkthroughs

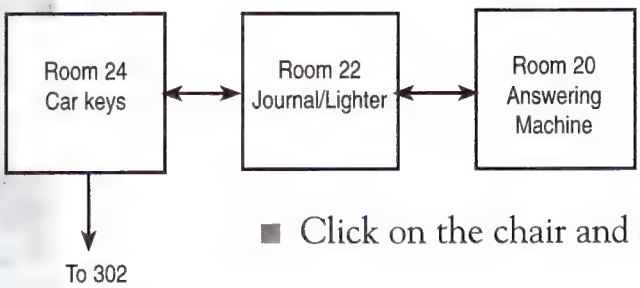
IS THERE a particular section that has been giving you trouble? Here are the blow-by-blow walkthroughs to guide you through all the various regions. If you're after a quick win, there's a 41 move "runthrough" that will make you an instant success.

Region 1: The Story Begins

At Home

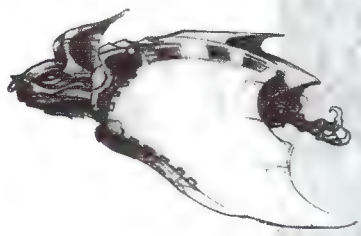
It's a dark and stormy night. When you arrive at your cottage, you receive a desperate call from a friend who asks you to come over immediately to watch his baby girl.

The friend is Dr. Krick, an eccentric physicist who lives with his baby daughter in a renovated lighthouse that serves as his home and private laboratory. Before you go to the lighthouse, you had better search your cottage for any items that might prove useful to you.



- Click on the chair and drag it away from the table it blocks.
- Click on the drawer to open it.
- Click on the journal in the drawer (close-up view). You can read the journal but cannot remove it for your inventory.
- Click on the answering machine on the table to display close-up view. Click on the blinking button to retrieve messages and listen to all three: from Mom, your editor, and Dr. Krick.
- Click on the decorative box on the table to display close-up view. Click on the decorative box in inset, and then click on the cigarette lighter within the box. The lighter will go into your inventory.
- Click on the bag hanging on the coat rack. The bag appears in your inventory where it can be used to store items not immediately needed.
- Click on the umbrella hanging on coat rack. Click on the umbrella a second time to close it and place it in your inventory.
- Click on the drawer on the small table. Click on the sunglasses and other various items in the drawer to move them out of the way and reveal the car keys hidden beneath them. Click on the car keys in the drawer to add them to your inventory.
- Click on the front door to open it, and exit to the outside.
- Click the car keys on the car. The car will automatically drive along the coast to Dr. Krick's lighthouse as the opening credits appear on screen.

Add to inventory: bag, umbrella, cigarette lighter, car keys.

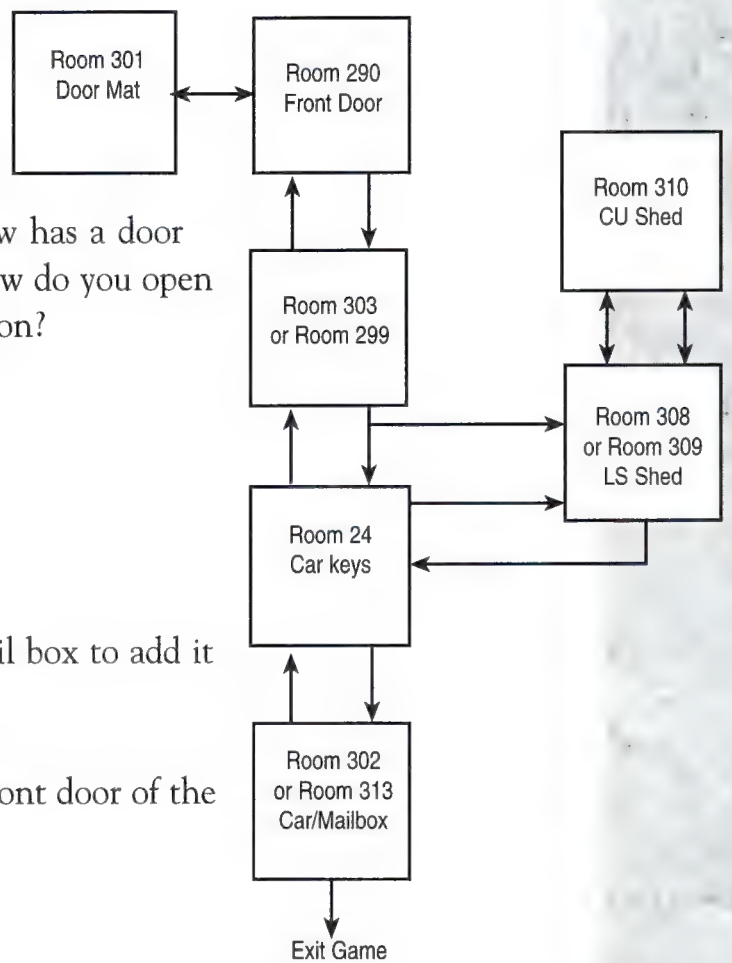


Region 2: The Lighthouse

When you first arrive at the lighthouse you must figure out how to get into the house. Once you are within, it will dawn on you very quickly that the lights are off and there's no one but the baby home.

You've got to turn on the electricity. Once you do, you find Dr. Krick missing, and the baby alone. While you explore the house and the physicist's laboratory and library, the infant suddenly lets loose a scream of terror; when you dash back into her bedroom, you arrive in time to see a sinister being disappear through an extra-dimensional portal to a parallel world, with the baby in its arms.

Where is the physicist? What is the Dark Being, and what are it's motives? Why has it stolen the child? What is the parallel world? How has a door been opened from another world to ours? And how do you open the portal yourself to embark on your rescue mission?



Lighthouse Exterior

- Click on the mail box to open it.
- Click on the letter to Krick's lawyer in the mail box to add it to your inventory.
- Click to go forward (north), to a view of the front door of the lighthouse. Exit to front door area.

Add to inventory: letter to Krick's lawyer

Front door Area

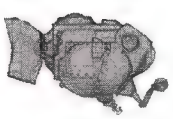
- Click on the various items on the front porch to find the front door key which is randomly hidden under one of them. When found, the key will be added to your inventory.
- Click front door key on the front door and exit to inside hallway.

Add to inventory: front door key

Lighthouse Exterior

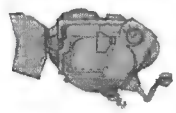
- Click on the lantern to the left of the front door.
- Click on the lantern panels until you find the hidden key to the shed. Click on the shed key to add it to your inventory.
- Click on the shed or the right side of the lighthouse, and exit to shed area.

Add to inventory: key to shed



Shed Area

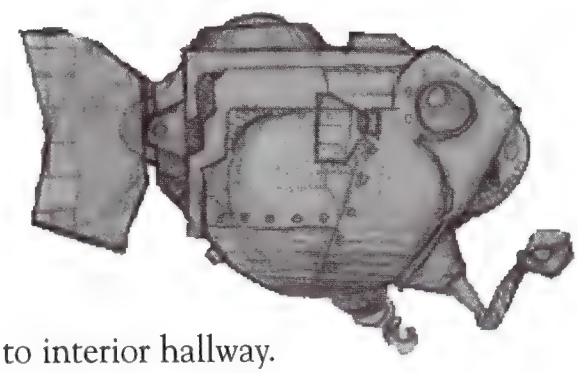
- Click on the padlock on the shed door to display close-up view.
- Click shed key on the padlock to open door to shed.



Inside the Shed

- Click on the open shed to display close-up of the inside of the shed.
- Click on the fuse box to open its door and display a close-up of its interior.
- Click on the first small breaker switch (on the left) to reset it and send power to the house lights.
- Click on the second small breaker switch to reset it and send power to the electric motor and the super computer in the lab.
- Click on the large breaker switch to reset it. If the gate device has not yet been repaired, the switch will immediately turn off again in a shower of sparks.
- Click on the tools in shed to obtain the crowbar, which will be added to your inventory.
- Exit to lighthouse exterior.

Add to inventory: crowbar

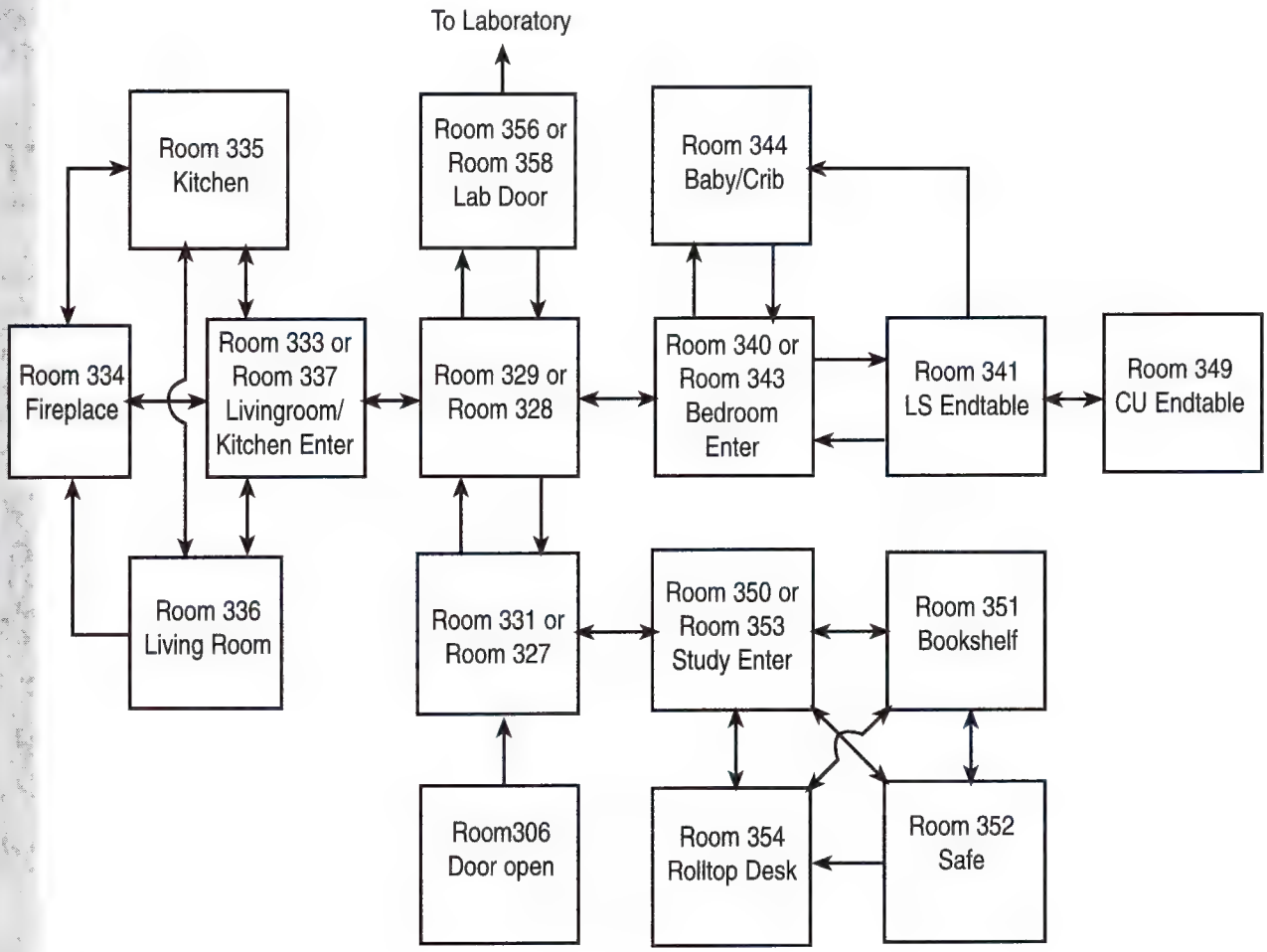


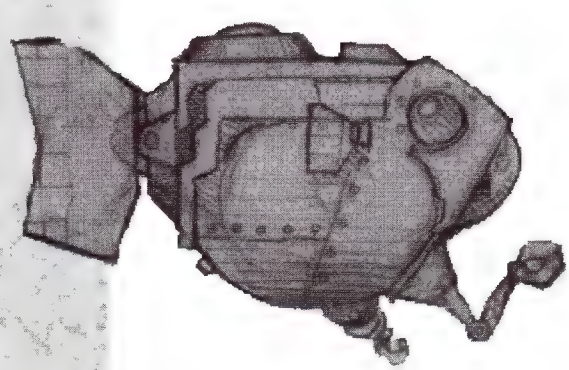
Lighthouse Exterior

- Click on the front door area and exit to interior hallway.

Interior Hallway of Lighthouse

If you have successfully turned on the circuit breakers, the lights will be on in the hallway. Exit to oil room, first door on the left.

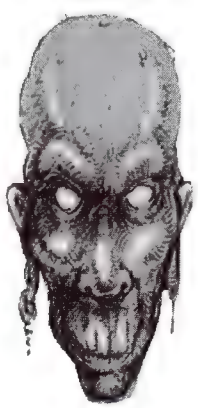

To Laboratory
Room 335 Kitchen
Room 356 or Room 358 Lab Door
Room 344 Baby/Crib
Room 334 Fireplace
Room 333 or Room 337 Livingroom/ Kitchen Enter
Room 329 or Room 328
Room 340 or Room 343 Bedroom Enter
Room 341 LS Endtable
Room 349 CU Endtable
Room 336 Living Room
Room 331 or Room 327
Room 350 or Room 353 Study Enter
Room 351 Bookshelf
Room306 Door open
Room 354 Rolltop Desk
Room 352 Safe



The Oil Room

- Exit to the left side of the room.
- Click on the bookcase to bring forth a close-up view.
- Click on the glass doors of the bookcase.
- Click on the compass to add it to your inventory. Taking the compass will trigger the kidnapping of baby Amanda.
- Exit to the right side of the room to kitchen area.
- Click on the notes on the kitchen counter. A portion of Dr. Krick's scattered notes, representing pages 31, 32, and 49 will be added to your inventory.
- Click on the baby's formula bottle in refrigerator to add it to your inventory.
- Move left to leave the kitchen area.
- Exit to the bedroom, second door to the right.

Add to inventory: Dr. Krick's notes for pages 31, 32, and 49, compass, baby's formula bottle



The Bedroom

- Click on the toy soldier on the floor to add it to your inventory.
- Click on the windup key on the soldier to add it to your inventory.
- Click on Krick's notes on nightstand to add pages 63, 72, and 73 to your inventory.
- Click on the baby in crib to look at Amanda; she will start crying.
- Click baby bottle on the baby again to stop her from crying.
- Exit to hallway, and from there to study, first door on right off hallway.

The Study

- Click on the drawer in the desk to display a close-up view of its contents.
- Click on the letter opener in the opened desk drawer to add it to your inventory.
- Open the letter to Krick's lawyer with the letter opener found in the study.
- Read the letter; note the numbers at the bottom of the page. They're the combination for the safe.
- Click on the roll top desk to open it.
- Click on the notes on desktop. Pages 116, 117, and 118 of the notes will be added to your inventory.

- Click on the puzzle box in roll top desk. The puzzle will not go into your inventory; it must be solved at the desk.

The Puzzle Box

In the roll top desk in the study, you will find an ornate metal puzzle box. The box was given to Dr. Krick for safekeeping by Martin, the inventor at the Roost. Inside the box is the crystal bottle. It is the heart of the device that will defeat the Dark Being. The crystal bottle must be inserted into the device last to activate it.

The box is a complex puzzle solved by manipulating a 3D rendered box. It can be rotated and clicked on to trigger the next stage in opening the box. Ten steps are needed to open the box. The puzzle box cannot be put into inventory. It must be solved on the desk where it sits.

Rotate box and open door. The box can be rotated 360 degrees on the desktop by dragging with the mouse (16 cell rotation).

Clicking on a latch centered on one side of the box rotates the latch 90 degrees. Clicking on a latch again rotates it back to vertical. Clicking on the panel swings it open like a door, revealing an inner box with detailed wooden inlay. Clicking outside the box closes the lid, and rotates the latch to its vertical locked position.

Find and move the sliding pieces of inlay on side of box. Several pieces of inlay must be re-arranged to reveal a button hidden under one of the pieces.

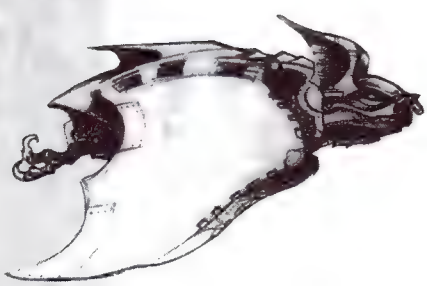
The small squares. The eight small square pieces can be depressed. Clicking on them again makes them rise. The squares must be depressed in a specific order, or they will all pop back to their original position. Once the eight squares are depressed, the bars and L-shapes can be moved.

Some (but not all) of the larger bar-shaped and L-shaped pieces can slide vertically and/or horizontally, once the square parts are depressed. Clicking on a large section causes it to slide within a limited area (four to eight cells) under your (mouse) control. Pieces cannot move into an area unless it is clear of other pieces. you need to move the various inlay sections to find the button.

Clicking on the button causes the side panel opposite the inlay puzzle to swing open (facing away from you). Clicking outside the box closes the inlay puzzle, and allows you to continue rotating the box.

Rotate again and find stud 1. Once again the box can be rotated 360 degrees. Under the open panel, on the side of the box opposite the inlay puzzle, there is a decorative inlay panel made of wood and semiprecious stone. There is a red circle in the center that can be depressed repeatedly, but there is no result until stud 1 is pressed.

On the side of the box, 90 degrees right from the inlay puzzle there is a stud set in the center of the box. This is stud 1. Pushing the stud unlocks a hidden drawer in the inlay under the open panel, and causes the lip of the drawer to protrude slightly. Once the stud is pushed, clicking on the large red button will open or close the drawer.

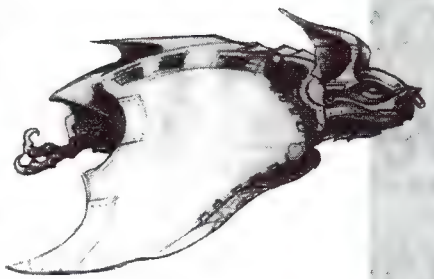


Rotate again and get key. Opening the drawer reveals a small key in the drawer. Clicking on the key places it on the desk.

Pressing the oval in the inlay's center closes the drawer, closes the open panel, and slides a panel part way open on the third side of the box.

Rotate open box. Once again the box can be rotated 360 degrees. Clicking on the crack below the open panel on frames (13-16) rotates the box into a frontal position. There is an inconspicuous stud in the corner below the partly open panel. Pressing it opens

and closes the panel. The box rotates automatically to a frontal position, in preparation for the sliding tile puzzle. Clicking outside the puzzle area will close the panel (to the partially closed position) and will reset the puzzle.



Arrange tiles in correct order. When properly arranged, the tiles form a circular image of a diving hawk. When the puzzle is complete, the last tile rotates and locks in place, completing the image. The tile puzzle panel then closes completely. Once again the box will rotate 360 degrees under player control. In order to open the next panel, you must first rotate latch 2 from vertical to horizontal, then depress stud 2. The fish tile inlay puzzle will then open.

Find keyhole. After this point the box will no longer rotate. You must continue by finding the keyhole under a hinged fish-shaped panel among inlayed geometric designs. There are two fish shaped panels and an assortment of other colored pieces of inlay.

Fish panel 1 will open when four blue pieces of inlay are pressed.

Fish panel 2 will open when a switch under panel 1 has been flipped, and you depress the four gray inlay pieces.

Once fish panel 2 is open, you must use the small key from the drawer to reveal the socket for the amulet. When clicked on the keyhole, the key rotates, and the fish panel falls open, revealing a wooden panel with an empty socket for the three interlocking amulet pieces. One piece is on the necklace of the dead inventor at the roost. The other two are in the study in the display case.

Assemble amulet and push top stud. When the three amulet pieces are placed in the puzzle box, and the top stud is depressed, the inset panel will open upward, revealing an ornate cylindrical gold inner box.

Click on stud. Click on the extended stud on top of the box—an inner panel of the box falls open

Rotate sections of inner box. There are four rotating rings around the cylindrical inner container. There are also two larger silver lock rings, one above the four rotating rings, and one below them. Each of the four center rings has four symbols: a square, a circle, a triangle, and a star. The symbols on the four rings must be lined up in a particular order to trigger the opening of the box.

The symbols must be aligned as follows:

1. Aligning the squares will cause an audible sound of inner latches releasing.

2. Aligning the circles will pop open the top lock ring.

3. Aligning the triangles will pop open the bottom lock ring.

4. Aligning of each symbol, in the order shown on the silver tab that extends from the box after the sliding tile puzzle, will open the cylinder, revealing the bottle.

You can then click on the crystal bottle, putting it into your inventory

Note: The puzzle box cannot be completed until you have collected the amulet from the skeletal body of Martin, the inventor at the Roost. The amulet fits into the gray disk revealed under the fish tile puzzle. The two pieces from the study shelf, and the piece from around the dead inventor's neck must be used to open the last panel, and reach the final puzzle in the box, the inner cylinder puzzle. This means you are going to have to return to the lighthouse after your visit to Martin's Roost.

After the puzzle box has been solved, the crystal bottle appears in your inventory.

- Exit to the left side of the room to the display case.
- Click on the display case.
- Click on the golden sparrow in the display case to add it to your inventory.
- Click on the golden sparrow in your inventory to bring forth a close-up display. Later on, you're going to want to use the golden sparrow at the Roost. When it is wound and released near the cuckoo clock, it will fly into the timepiece.
- Click on shells on the shelf to add them to your inventory.
- Click on gems on the shelf to add them to your inventory.
- Exit to the left side to the study and bookshelves.
- Click on the books in bookshelves. Click on the books to move them out of the way and reveal the hidden safe behind them.
- Click on the safe to go to a close-up view.
- Click on the combination lock and enter the correct combination to the safe.
- Click on the safe handle to open it.
- Click on Krick's notebook in the safe to add it to your inventory. Then click on the silver notebook in the safe. All Dr. Krick's notes in your inventory will be compiled in the notebook.
- Exit to inside hallway to bedroom.

Add to inventory: Krick's notebook, golden sparrow, shells, gems, letter opener, crystal bottle

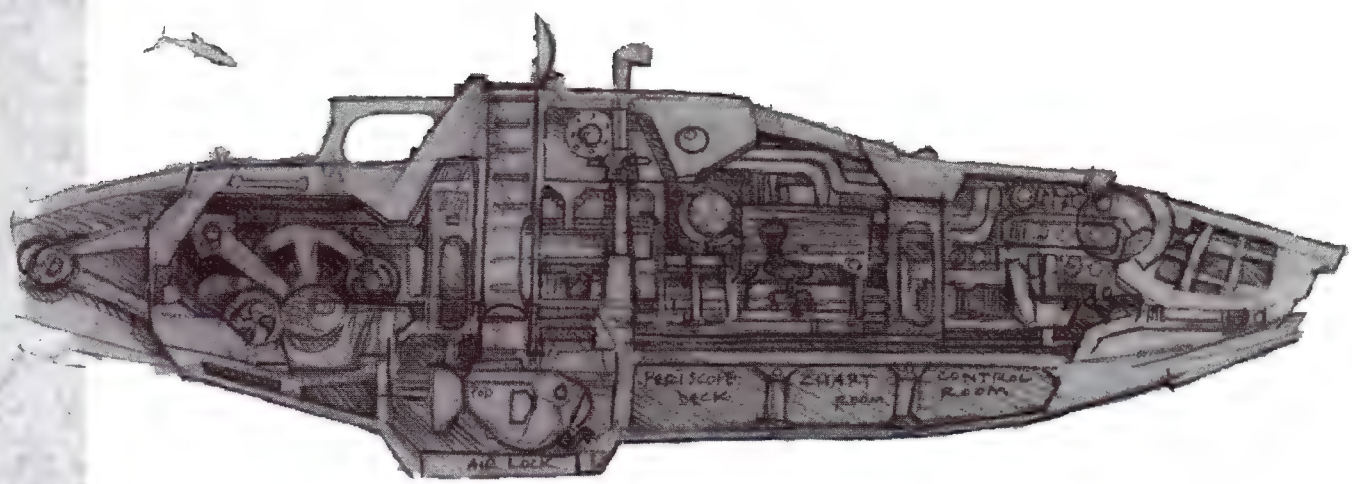
Baby's Room/Krick's Room

- Click baby's formula on baby to stop her crying.
- Exit to inside hallway.

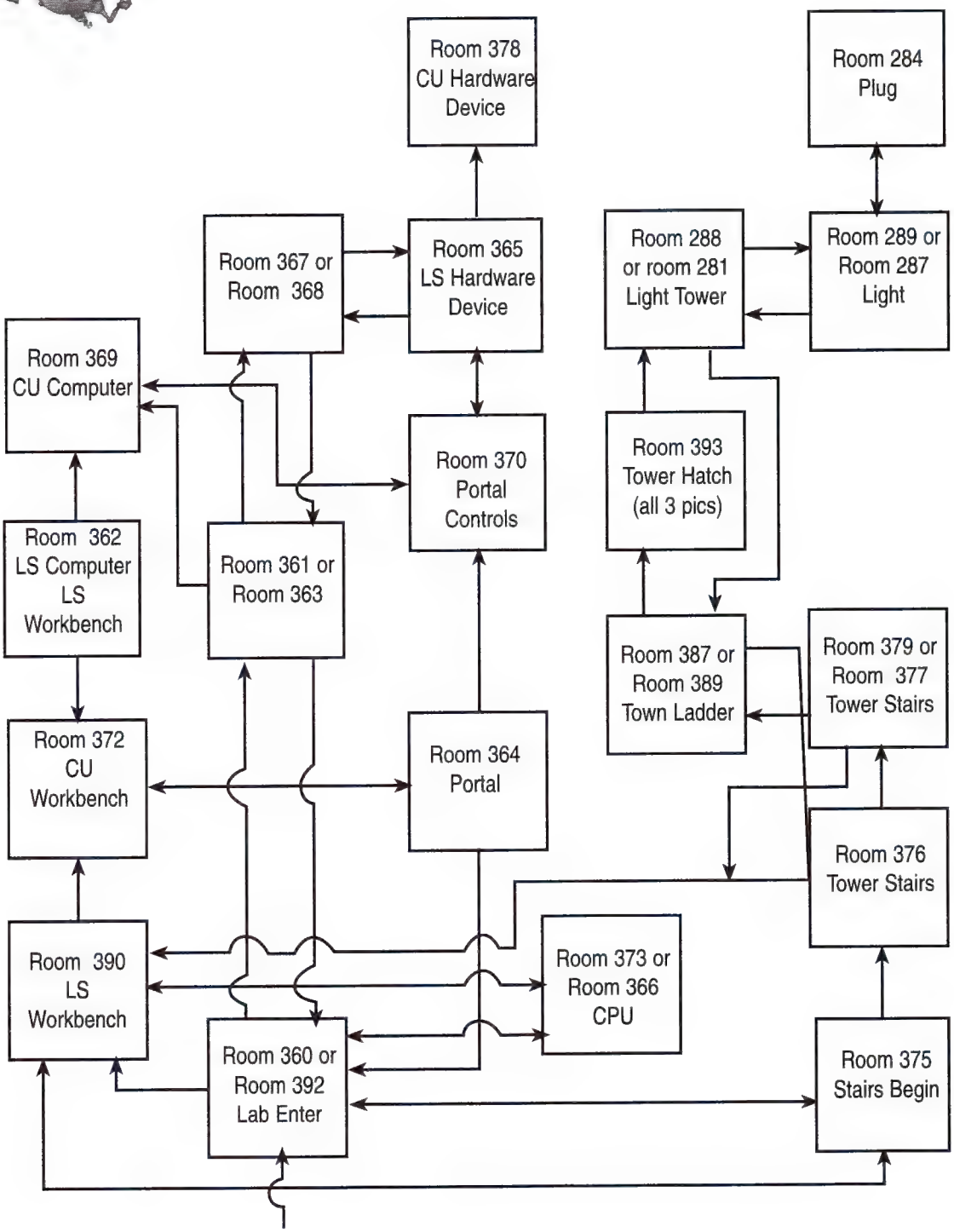
Add to inventory: alarm clock, toy soldier

Interior Hallway

- Click on the metal door leading north (to the lab).
- Enter the digital code to open the lab door; you can find the code written next to the drawing of the lab in Dr. Krick's notebook.
- Exit to lab interior.



Dr. Krick's Lab



- Click on Dr. Krick's notes on the work table to add pages 79, 80, 81, 92, 125, and 126 to your inventory.
- Click on the soldering iron, also on the worktable, to add it to your inventory.
- Click on the tube to add it to your inventory. This small tube can be found on the work table; there are bigger and better power modulation tubes in the trunk which you'll get to later.
- Click on the wire on the work table to add it to your inventory.
- Click on the super computer to open CPU panel.
- Click on the Reset button inside the CPU to restart the computer. The CPU will only work if switch 2 on the fuse box outside in the shed has been reset.
- Exit to trunk area in lab.

Trunk Area in Lab

- Click crowbar on trunk. It will require two tries before it opens.
- Click on the modulation tube inside trunk. The modulation tube is added to your inventory. There are a total of three tubes available; when they are used up, they are gone.

Add to inventory: Krick's notes from table, soldering iron, tube, and wire

Device in Lab

- Click on blown-out tube in gate device. This removes and discards the old tube.
- Click on burnt-out wire in gate device to remove it.
- Take tube from your inventory and click it inside gate device to install it.
- Take wire from your inventory and click it inside gate device to repair wiring.
- Click soldering iron on each end of the wire to complete repair.
- Exit to control panel.

Control Panel, Lab

- Click on all ten switches on the control panel to trigger the portal device.
- Click on the left lever on the control panel. to raise the modified Fresnel lens into the light chamber. The Fresnel lens will attract lightning which powers the device and opens the gate.
- Exiting up the stairs to the light chamber will trigger the kidnapping if it hasn't happened already.

Light Chamber

- Click crowbar on padlock on hatch to light chamber. It will require three tries before it will break open.
- Click on the door to open and enter through it.
- Open hatch in lamp.
- Click modulation tube inside Fresnel lens to replace the burned out tube with the new one.
- Go up to the upper level of the chamber, and connect the lightning rod wire to the top of the Fresnel lens.
- Exit to Dr. Krick's lab.

Lab

- Click on flashing Retry button on computer screen and follow the instructions. This will only work if switch 2 has been reset outside in the utility shed.
- Exit to shed area.

Shed Area

- Click on the large breaker switch within fuse box inside shed. Since the portal device has been repaired, the switch will remain operational.
- Exit to lighthouse and reenter Dr. Krick's lab.

Control Panel

- Click on the right lever. This sends power to the portal and opens it.
- Exit through the portal to the parallel world.

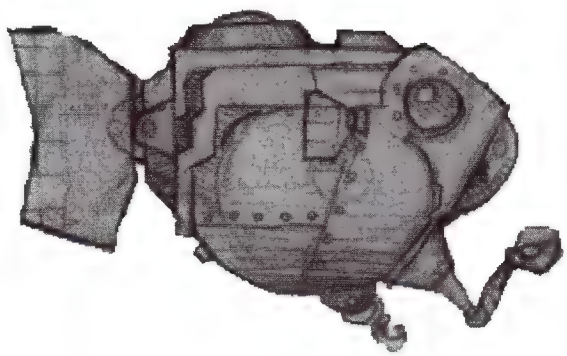
Note: The portal in the lighthouse lab opens onto the beach. The Dark Being's device opens into the bedroom.

Inventory gathered in Region 2: letter to Krick's lawyer, Key to the front door, key to shed, crowbar, Dr. Krick's notes, compass, baby's formula bottle, Dr. Krick's notebook, golden sparrow, letter opener, crystal bottle, notes on desktop, Krick's notes from bedside, windup key, baby's rattle, soldering iron, tube, wire, modulation tube.

Region 3: The Parallel World

Beach

- When you arrive in the parallel world, move south through the rocks until you arrive at the beach.
- Look around on the beach. In the scene facing the Roost, click on small rocks on the beach to add them to your inventory. You will find more rocks you can pick up on your way through the rocks back to the Roost. You can carry up to seven rocks at a time.
- Exit forward to the pier.



Pier

- Move to the end of the pier and exit right to the lower pier platform.
- Click on the drawbridge key lying on the lower pier platform to add it to your inventory.
- Exit to beach. Move right (south) to wreckage.

Add to inventory: drawbridge key

Beach

- Click on the bottle to add the message within it to your inventory.
- Click on the bottle message in your inventory. The message gives a clue to the location of the wreck.
- Exit the way you came in.
- Click on any rocks on the beach you didn't notice before to add them to your inventory. You can only take the small ones.
- Exit to Roost exterior (drawbridge).

Add to inventory: bottle, rocks

Roost Exterior

- Click drawbridge key on keyhole in column to the left of the drawbridge.
- Click on the lever in the drawbridge controls and move it to adjust the position of the hook to engage the hook; raise the hook to lower the drawbridge.
- Exit across the lowered drawbridge to spiral staircase.

Roost Spiral Staircase

Go forward to climb the stairs several levels to the clock/sundial near the top.

Roost Hawk Gate

- Click the windup key on the golden sparrow that you hold in your inventory.
- Click the golden sparrow on the clock. The sparrow will fly to the clock.
- Click on the clock weight to start the clock. The golden sparrow will come out singing and the hawks will leave.

Here is a less satisfactory way to get rid of the hawks:

- Select rocks from your inventory.
- Click rocks on hawks three times to destroy them. If you destroy the hawks instead of scaring them away, though, they will not be available to you to drive away the Birdman later.
- Exit to the living quarters.

Living Quarters

- Click on drawer 1 in desk. Warning: Clicking on any second drawer in desk will trigger the Birdman to come in and steal the submarine throttle.
- Click on the screws to move them from atop compartment.
- Click on the small compartment in front area of drawer 1.

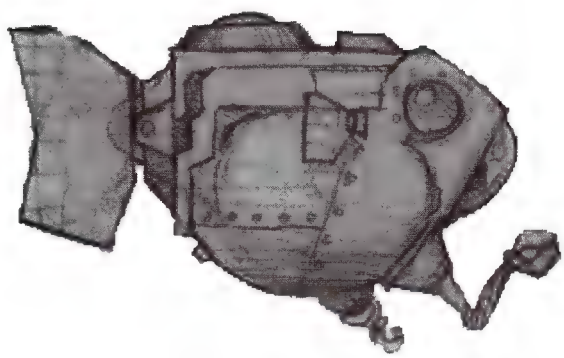
- Click on the window key in compartment; the window key is added to your inventory.
- Move back from the desk.
- Click on the windows to close them.
- Click on lock plate on window to view an inset of the window lock.
- Click window key on lock plate to lock them and keep the Birdman out.
- Click on the amulet around inventor's neck. The amulet is added to your inventory. You'll need to use it later on when you return to the lighthouse and complete the puzzle box.
- Move back to a close-up view of the desk.
- Click on drawer 2, the file drawer in the desk. Examine the various hanging file drawers.
- Click on the small key you find in one of the hanging file drawer. The key will be added to your inventory.
- Click small key on drawer 5 to unlock compartment in the desk.
- Click on the bat whistle you will find in the now-unlocked compartment to add it to your inventory.
- Click on drawer 3. There are three places you must click to reveal the spring, a replacement part for the radio control.
- Click on the spring to add it to your inventory.

- Click on drawer 4, the large front drawer in the desk.
- Click on the sub throttle lever you'll find in the drawer to add it to your inventory.
- Click on the vases to the right of the glass alcove of the desk.
- Move vases to left of the alcove.
- Click on shelf next to the alcove.
- Click on the small handle on side wall of glass alcove. The drawer will slide sideways to reveal another device part.
- Click on the device part in sliding drawer to add it to your inventory.
- Click on the scroll drawer. Read each of the scrolls in the compartment.
- Exit to the living quarters and stairs.

Workshop

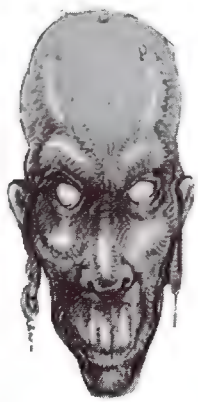
- Click on the door and go into the workshop area. A gate will descend between you and the Birdman as you enter.
- Click a rock on the Birdman to disorient him for the moment.
- Click a rock on the lever to the right of the Birdman to open the gate. Important note: If you somehow run out of rocks, you should be able to find additional ammunition scattered about on the beach.
- Move forward into the workshop area.

- Click on the windows to close them.
- Click on lock plate on window to view an inset of the window lock.
- Click window key on lock plate to lock them and keep the Birdman out.
- Click on the radio control device on lab bench to add it to your inventory.
- Click the radio control on the black table.
- Click on the radio control on the table to go to a close-up view to perform repairs.
- Click on the multi-purpose wrench on the worktable to add it to your inventory.
- Click on the radio control again to bring up an inset of it on the table. Click on the small black power tool mounted on the table to use it. The tool will open the back hatch on the radio control in the inset.
- Click the multi-purpose wrench on the two large nuts inside the RC that hold the broken spring in place, then click on the broken spring to remove it from the RC unit.
- Click the replacement spring on the inner compartment to replace the broken one.
- Click on the radio control once more. If it has been repaired, it will now appear in your inventory.
- Exit to living quarters.



Additional Repairs If the Radio Has Been Smashed

- If the Birdman has smashed the controller, you will need to replace a broken antennae as well.
- Place the radio control on the black table.
- Click on the RC on the table to bring up the inset.
- Click the antenna on the radio control.
- Exit to living quarters.



Living Quarters

- Click on the repaired radio control device.
- Activate the radio control device to lower the ladder to the bat hangar.
- Click on the ladder and ascend to the bat hanger.
- Exit to bat hangar.

Add to inventory: radio control, multi-purpose wrench, small key, bat whistle, sub throttle lever, key for workshop grating, note with wreck coordinates.

Bat Hangar

- Click on the allen wrench in the close-up view of the table to add it to your inventory.
- Click the allen wrench on the nut to the right side of the lever that lowers the bat. This will unlock the lowering lever. Then click on the unlocked lever to lower the bat from the ceiling.

- Click on the bat crank handle on the wall hook to add it to your inventory.
- Click on the two gears on the floor to add them to your inventory.
- Click the gears on the crank base.
- Click the bat crank handle on the center of gear 1 to put it in place there.
- Click the handle to wind up the door of the bat hangar. wind about 12 times; if you over-wind the device it will release the tension and you have to redo the job.
- Click on the cockpit of the bat to enter.
- Click on the black safety latch on the launch lever inside the bat. If it moves, the bat is ready for launch.
- Click on the launch lever in the cockpit to engage the wings and launch the bat from the bat hangar.
- Exit to the Temple.

Hawk Roost

If the Birdman has stolen the throttle lever from the desk, you have one last chance to get it back at the Roost. Climb the ladder in the bat hanger to the hawk roost, a small chamber at the very top of the tower. If he has the lever, the Birdman while you are looking around the hawk roost. Act quickly before the Birdman can attack. This is your last chance to grab hold of the submarine lever if you don't already have it. If you do not manage to retrieve the lever, you can get it at the Temple when the Birdman drops it before he attacks.

- Click on the radio control device from your inventory.
- Click the Attack button on the remote control. This will cause the hawks to chase the Birdman away.
- Click the Activation button on the remote control.
- Exit to submarine cavern.

If you activate the RC in time, the Birdman will drop the throttle on the floor, and will fly off with the hawks in hot pursuit. If you fail to act quickly, he will smash the nearest hawk and then leave with the lever.

Submarine Cavern

- Click on the crane. Use its controls—one lever that moves the device left and right and another that moves it up and down.
- Move crane to two heavy iron weights.
- Bring the weights to the hydraulic platform to counterbalance the water gate.
- Click crane on hook to unlock counterweight mechanism. This causes the water gate to open.
- Click on the spoked wheel on the gear box. Rotate the wheel to extend the walkway to the sub. Note that the bridge will retract if the mouse button is released.
- Click on the safety latch to lock the bridge in place. This must be done within two seconds or the bridge will retract.
- Cross the bridge to the submarine.

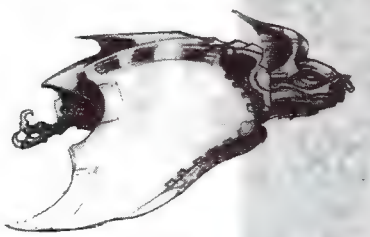
- Click on the submarine hatch to open it.
- Click on hatch again to enter the submarine.
- Exit to submarine control room.

Submarine Control Room

- Click the sub throttle lever on control console to screw it into place.
- Click switch 2 on control console. This powers the main control console.
- Click switch 3 on control console. This sends electric power to the engine room.
- Click switch 4 to unlock the door to the engine room.
- Exit to the engine room.
- Click on control to start engine.
- Exit to control room.

- Click switch 3 to turn off electric power in engine room.
- Click on switch 5 to provide electric power to the ballast console.
- Blow the ballast, observing the instructions that follow:
- Throw lever 1.
- Throw lever 2.
- Turn valve 1. This causes the water in the left two tubes to rise.

- Wait until the water rises into the center of the tube, marked in blue, then turn valve 2. If you turn valve 2 too early or too late, it will rest the console. If you have followed the ballast instructions properly, the sub will submerge; if you perform the instructions incorrectly, the controls will reset and you must start over.



- Push the throttle on the console forward to move the sub.
- Click on switch 1 to power the navigation console in the chart room.
- Exit to chart room.

Chart Room

- Click on the bulbous pod on the right side of the navigation console. The pod will open to reveal the navigation screen within.
- Enter the correct coordinates for the wreck. The chart will not go into your inventory so be sure to write down the coordinates, unless you have a photographic memory. You can also select one of the lit destinations on the console. The exact coordinates for the wreck can be found on a chart rolled up inside one of the tubes in the chart room.
- Click on the Enter button. Return to the sub's main control panel and click on the throttle. The sub will set out for the wreck.
- Exit to the wreck.

Inventory gathered in Region 3: ornate key, bottle, rocks, radio control, small key, bat whistle, sub throttle lever, key for workshop grating

Region 4: The Wreck

- Enter pod.
- Click on the hatch lever to close the hatch, and the umbilical release lever to detach the pod from its moorings. These two levers are located on the upper left of the frontal pod view.
- Throw the ballast lever on the right wall of the pod. This will release air and eject the pod from the sub.
- Move the pod around the wreck using the direction selector, and the throttle lever located below the viewport. set the direction selector to left, forward, or right, then click on the throttle.
- Exit to the bow of the wreck.
- Position the pod over the hatch in the deck of the bow section of the wreck.
- Click on the ballast lever on the right wall of the pod to release air and make the sub descend into the wreck.
- Look around the interior of the bow and find the large metal hook inside. Click on the small lever to the right of the main window to activate the pod's robot arm controls. Click on the arm-extending lever on the right of the console to grab the metal hook with the pod's robot arm. The hook becomes attached to the arm.
- Exit to the stern of the wreck.
- Enter the wreck through the crack in the wreck's shattered hull. Enter the stern and position the pod below the captain's cabin.

- Click on the ballast lever to raise the pod to the captain's cabin.
- Use the robot arm to bump the large beam at the bottom of the main window, causing it to fall away from the safe.
- Look around in the captain's cabin for the large beam with a circular metal fitting at the end. Use the pod arm to place the hook in the hole in this fitting. The beam will drop down from the weight of the hook, causing the last piece of debris to fall away from in front of the safe.
- Click on the handle of the safe. The safe will open, revealing the firing mechanism from the Particle Displacement Ionizing Vacuum Cannon. Click on the cannon part to put it in your inventory.
- The pod will automatically exit after recovering the cannon part from the safe.
- Exit to submarine.

Added to inventory: cannon part

Inventory gathered in Region 4: cannon part

Region 5: The Island Fortress

When you arrive, you'll quickly find a watery barrier in the water gate tower that prevents you from entering the foundry; you'll have to find a way to cross the canal. The obvious solution is to build your own bridge at the wood shop, but there's another problem: There's no power for the tools at the shop.

- Click on the fishing pole at the canal.
- Click on the reel to bring in a fish.
- Exit to the wood shop.

Wood Shop

- Explore the wood shop and discover there is no power available.
- Click on the spare gear shaft to add it to your inventory.
- Exit from the wood shop to the wind power chamber.

Wind Power Chamber

Use the crank on the fan tower to extend the fans through an opening in the ceiling.

- Connect the drive shaft to the gear box.
- Release the fan brake.

Note: If you try to engage the gear shaft while the fans are spinning, the device will eventually break and the fans will stop spinning. The spare part for the wind power chamber can be found on a workbench in the wood shop.

- Exit to wood shop.
- Saw two long pieces of wood from the large beam laying on saw 1. Two long pieces of wood now appear in your inventory.
- Saw four small pieces of wood in half using saw 2, the saw with the strange bird head casing on it. Eight short pieces of wood are added to your inventory.
- Exit to the canal.

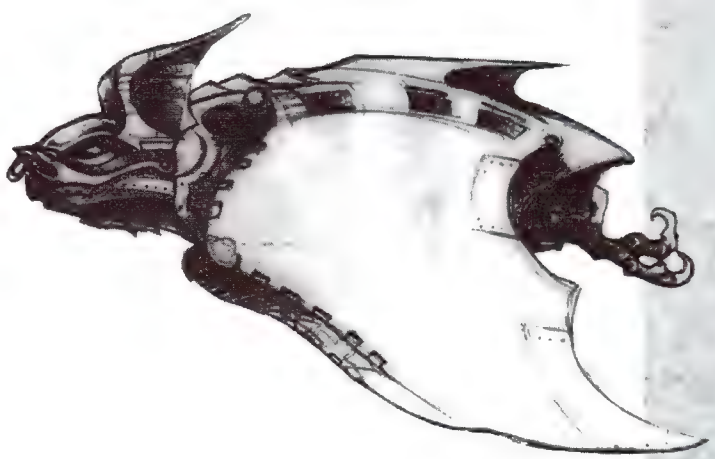
Canal

You've got the materials you need to construct a bridge across the canal in the water gate tower. But don't waste your time and supplies until the fortress monster is in the watch tower or you will get caught, and the monster will destroy all your hard work.

- Place two long pieces across the waterway.
- Place eight short pieces across the lengthwise pieces to construct a bridge.
- Cross the canal.
- Exit to the wind power chamber roof, and from there to the watch tower. Once you have successfully outsmarted the monster and have built the bridge, the monster will no longer molest you at the foundry, but he still won't let you through the door in the watch tower to get to the ornithopter loft.

Watch Tower

- Ascend the ladder in the watch tower to the domed roof of the tower.
- Click the fish from your inventory on the hook hanging from the center of the dome. This will lure the monster into the watch tower.
- Exit to the foundry roof.



Foundry Roof

- Approach the cannon on the roof, and click on release pin on the rail to aim the cannon at the monster in the tower.
- Load the cannon.
- Shoot the cannon at the watch tower to blast the monster from the roof. If he is grabbing for the fish, he will be blown away. If he is just looking around, the cannonball will miss.
- Exit to the foundry.

The Foundry

- Light the forge using coal, and wood, and the cigarette lighter or the torch.
- Add metal ingots to the crucible.
- Heat the crucible in the forge to melt the metal. The ingots must be heated for 30 seconds or more or the crucible will cool, and the metal will not pour.
- Pour the molten metal into the mold.
- Cool the mold.
- Remove the ornithopter part from the mold. The part is now part of the inventory and can be used to repair the ornithopter.
- Exit to the ornithopter loft.

Ornithopter Loft

- Pick up the skeleton key on the workbench to the right of the ornithopter.
- Exit to the watch tower.

Watch Tower

- Click the keyhole on the west (left) face of the statue's pedestal with the key you found in the ornithopter loft. This will open the secret compartment.
- Click on the power supply in the secret compartment to add it to your inventory.
- Exit to the ornithopter loft.

Back to the Ornithopter Loft

- Click the repaired ornithopter part on the broken wing support. The nose of the flying machine must face the winding device when the repair is made.
- Rotate the platform to align the tail of the ornithopter with the winding device.
- Attach the crank drive shaft to the tail of the ornithopter.
- Click on the crank to power the wings of the ornithopter. The crank must be wound ten times to fully power the device. If it is not fully powered, it will not detach from the launch rail.
- Click on the ornithopter to enter its cockpit.
- Exit to the ornithopter cockpit.

Ornithopter Cockpit

- Click on in/out lever to extend the ornithopter out on its launch rail.
- Click on the up/down lever to lower the wings into position.
- Click on the knob to start the wings flapping. If they flap more than four cycles before release, they will have to be rewound.
- Click on the launch lever to release the ornithopter from the launch rail. If the wings are flapping when the launch lever is thrown, the ornithopter will take off.
- The ornithopter will automatically fly to the Temple.
- Exit to the Temple of the Ancient Machines.

Region 6: Temple of the Ancient Machines

You can reach the Temple by ornithopter or bat. The bat will fly you to the base of the cliff below the Temple. The ornithopter will take you directly to the left tower of the Temple.

Base of the Cliff

If you arrive at the base of the cliff, you'll need to ascend to the top.

- Look for shells on the beach, opposite the elevator. You might need some spare baubles for Liryl.
- Click on the elevator door and ride up.
- Exit to the entry hall of the Temple.
- Exit to the right chamber.

Right Chamber of the Temple

- Click on the kinetic sculpture.
- Ring both chimes on the statue at the same time. This will cause an electric eye to open.
- Ring both chimes a second time. This causes the bud to open.
- Click on the inner area of the bud.
- Line up arm 1 and arm 2 creating a slot.
- Click on arm 3, releasing arm 4.
- Click on the wind chimes again. While they are both ringing, switch arm 4 (the gray lever at the back of the bud). The 3D CD will pop out of the slot in the front of the sculpture.
- Click on the 3D CD to add it to your inventory.
- Exit to central chamber.

Center Chamber of the Temple

- Receive Liryl's formal greeting and exit to left chamber.

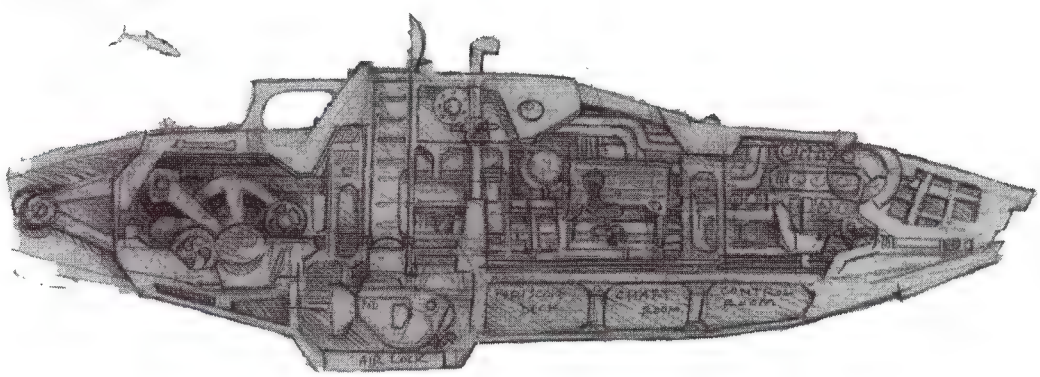
Left Chamber of the Temple

- Approach hologram player.
- Click 3D CD on hologram player.

- Click on the button to start playback. A hologram of Liryl appears to tell the history of the Temple.
- Exit to the central chamber.

Central Chamber of the Temple

- Click on the electromagnetic controls. A second click will trigger the arrival of the Birdman.
- Position the magnet above the Birdman.
- Send power to the magnet to capture the Birdman.
- If the Birdman has stolen the sub lever, he will drop it when he arrives, and you can retrieve it now. If things go badly, the Birdman will come into the central chamber and attack Liryl, driving her into her private chambers. Try the following steps to bring her back out:
- Exit the central chamber, then return to the room. Click on Liryl's pod door until she answers.
- Click shells or other baubles on Liryl. She will thank you and allow you access to the dome and the Room of Ancient Machines.
- Exit to the dome.



Dome of the Temple

- Plug in the curly red cable to the left of the batteries. This will provide power to the control panel. Click on the main power switch, located left of the light bulbs near the center of the control panel. This will turn on the control panel.

- Click on the button to the left of the control panel's right-hand TV monitor. This will turn on the teleport view screen. The screen will display static until tuned.

- Click on the course and fine tuning dials below this screen to tune the teleport beam to a location you have been to before, and that you want to return to again. Click on the small silver button to the right of the fine tuning dial to lock in the chosen location. A red square surrounded by arrows will appear as the coordinates are locked.

- Click on the pulpit lever to slide the platform to the center of the room.

- Click on the solar panel lever to open the dome and unfold the solar panels.

- Click on the four alignment dials to align the teleport beam projector mounted above the pulpit outside the dome.

- Click on the teleport beam activation switch, at the bottom edge of the alignment console, to trigger the teleport beam. If the beam is triggered before reaching full power, the power will drain, and you must wait until it powers up again. To speed up the process, use the power booster lever to quickly bring the power to full.

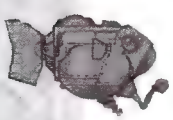
- Walk to the pulpit and step in the beam to be instantly transported to your destination.

Note: If the power booster lever is left on, you will suffer a short circuit that will damage the control panel's delicate guts. If this occurs you will need to replace the burnt out parts using the spare parts found in the Room of Ancient Machines. These three parts must first be assembled into one unit before inserting them into the hatch in the front of the control panel.

Repairing a Blown-out Panel

If you do blow out the control panel, here is how to repair the short circuit:

- Exit to the Room of Ancient Machines.
- Obtain the three repair parts from the crates in the room, and add them to your inventory.
- Click on the largest of the parts in your inventory: This will bring forth a close-up view. The large part can be rotated 360 degrees in the close-up.
- Click the two smaller parts into places where they will fit on the large part.



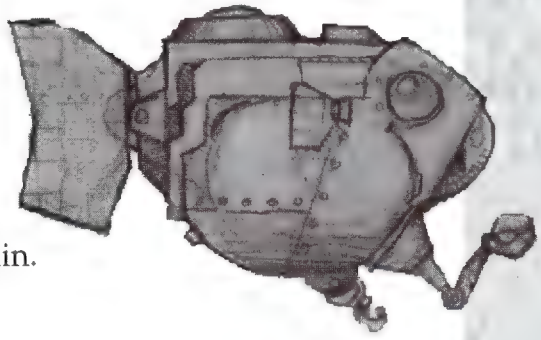
- Click on the diagram of the Ion Cannon, hanging on the wall above the priest's biomechanical computer to put it in your inventory. This diagram will help greatly in assembling the cannon in the Dark Domain.
- Click on the ram's horns on the computer to reveal the navigation coordinates to the Dark Domain, stored in memory in the computer. Write this down for later reference when you need to enter the coordinates into the submarine's navigation console.
- Take the circuit board, and the Ion Cannon power supply hidden in among the ancient machines.
- Exit to the dome.

- Click on the hatch on the machine in the dome. It will open to reveal the internal parts of the machine.
- Click the assembled repair part on the interior of the control panel.

Finding Ion Cannon Parts

The essential final puzzle of *Lighthouse* requires the collection of parts to create the Ion Cannon that can be used to defeat the Dark Being. The parts for the cannon are hidden in the following locations:

- Crystal bottle—In the puzzle box at the lighthouse.
- Power supply—In the Room of Ancient Machines at the Temple.
- Firing mechanism—In the safe within the submerged wreck.
- Vacuum pump—In the secret compartment of the statue at the Island Fortress.
- Barrel—In the volcano crater of the Dark Domain.
- Ionizer—In the inventor's desk at the Roost.
- Stock—In the unfinished chamber in the Dark Domain.



Region 7: Dark Domain

Sub Landing

- Exit the submarine and approach the train. Click on the toolbox.
- Click on the bolt cutters in the close-up view of the toolbox. This puts them in your inventory.
- Click on the bolt cutters in your inventory; the cursor will change to a bolt cutter tool.
- Click bolt cutter cursor on the lock on the sliding metal gate. A close up inset will appear.
- Click bolt cutter cursor on the padlock to cut the lock. Click on the gate itself to open the gate.
- Exit to the train.

Train at Sub Landing

- Enter the train, and click on the power lever on the back wall to provide electric power to the train.
- Click on the red Start button on the control panel. The train's engine will start.
- Click on the throttle on the control panel to move the train forward and backward, or to stop.
- Exit to the platform.

The Roundtable in the Dark Domain

You can travel anywhere you want on the train tracks. but first you must raise the train from the level of the submarine dock to the mail level of the Dark Domain railroad.

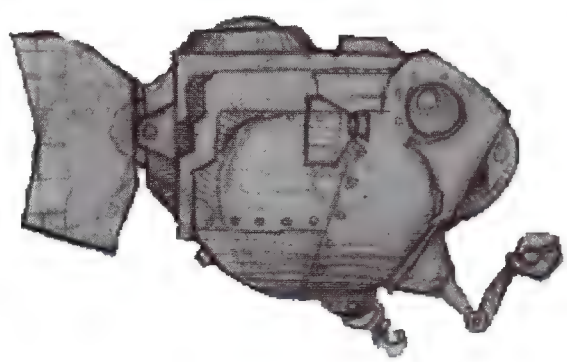
- Drive the train forward into the tunnel until it stops. The gray in/out button will appear on the lower left of the main game window. Exit the train using the in/out button.

- Pull the gray lever on the platform to raise the train to the upper level. Then you can point it north, south, east or west and proceed. There are four directions to travel from here. Change directions by using the crank mounted on the short wooden post on the roundtable.

- Use the crank to rotate the train until it is pointing south. Click on the throttle to go south. Continue until you come to the first switch to the right.

- Use the track switching lever on the train's control panel to switch the train onto the siding that leads to the machine room.

- Enter the machine room from the train. Ignore Amanda for now, and look for the controls that raise and lower the train gate that is blocking the track to the thermal power chamber. The train gate controls are the right valve and switch on the machine room control panel. Turn the valve to provide steam power, then throw the switch. The train gate will rise, allowing the train access to the thermal power chamber.



- Exit to the thermal power room.

Thermal Power Chamber

- Walk through the thermal power chamber into the crater. Click the umbrella on the broken walkway. This will pull the walkway back into position.
- Click on the latch on the right side of the walkway. This will lock the walkway into place, preventing it from falling.
- Click on the platform at the end of the walkway to reach the bathysphere raising lever.
- Click on lever on platform to raise the bathysphere.
- Click on bathysphere to open the door, then step inside.
- Click on switch on the right side of the viewport to lower the bathysphere into the volcano.
- Use robotic arm to turn valves. When done properly, this will release the clamp that holds the barrel to the Ion Cannon.
- The eight valves must be adjusted properly. There are two sets of valves on the wall of the crater, one set for each steam engine. Diverting steam from the engines to the ball at the bottom of the crater will open the ball, allowing you to retrieve the cannon parts within.
- If the engines are turned off, power is not available to the various contraptions in the Dark Domain.
- Click on the Ion Cannon barrel to add it to your inventory.
- Exit to the train.

Train Tracks

- Return to the machine room in the train.

Machine Room in the Dark Domain

- Exit the train.
- Approach the heavy steel door that allows boulders to pass into the cavern. Click the closed umbrella through the hole in the center of the door to jam it open. Once it is jammed open you can enter the cavern with Amanda's cage. When she is released from the cage, she can be grabbed and put in your inventory.
- Approach the control panel.
- Turn on the left steam valve to power the magnet crane. In order to use the magnet crane, steam power must be provided from the thermal power chamber.
- When the game begins, the valve in the thermal power chamber that supplies power to the magnet crane is turned off. Look at the pipes. Make sure the valve on the matching pipe in the thermal power chamber is in the open position.
- Use the left lever to operate the magnet crane.
- Move the magnet crane over the lumps of ore on the conveyor belt. Only one out of three of the chunks will respond to the magnet's pull and become attached. Look for the lighter colored ones! They're the ones chock-full of iron ore, and highly magnetic!
- Move the crane and attached ore over the large silver lever to the right of Amanda's cage. Push the button near the crane control lever to drop the chunk of ore onto the silver lever; this drops Amanda into a cart and puts her in a location where you can grab her.

- Once you have rescued Amanda, click on your umbrella to return it to your inventory.

- Exit to the train.

Train Tracks

Once you leave the machine room, your final goal is the Dark Being's device chamber. You can travel to the east door or the south door of the chamber. Avoid the route to the east door if you want to capture the Dark Being. By avoiding the east route, you will also avoid the boulder puzzle, in which the Dark Being blocks your path with an avalanche of boulders.

To reach the south door you must travel through a gauntlet of puzzles, culminating in the building of the Particle Ionizing Vacuum Cannon, and the final confrontation with the Dark Being.

- Exit to the switch puzzle, or if you must ...

- Exit to the boulder puzzle.

The Boulder Puzzle

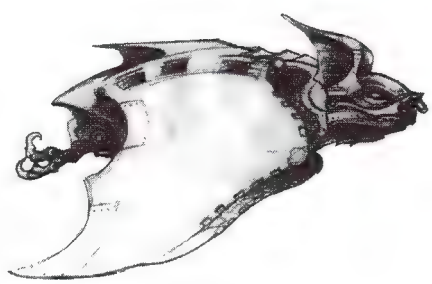
As you drive toward the east door of the device chamber, little do you know the Dark Being is lying in wait. He will wait for the train to approach, then push a pile of boulders on the track to block your path.

When you approach the boulders, the in/out button will appear. Do as follows to remove the blockage:

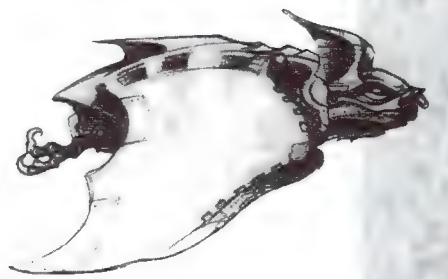
- Exit train.

- Click on toolbox.

- Click on dynamite.



- Click dynamite on boulders.
- Take lighter from your inventory.
- Click the lighter or the torch from the foundry on the dynamite to light the fuse, then duck and cover, cuz it's gonna blow!



To Broken Switch Cavern

- Take the train to the roundtable.
- Turn the train to go east. Continue until you come to the broken switch cavern. Click on the crate in the middle of the room. Take the hexagonal steel bar from the crate and insert it into the socket in the broken switch.
- Click on the toolbox.
- Click on wrench in toolbox. The cursor becomes a wrench icon.
- Click wrench cursor on the hexagonal steel rod projecting from the broken switch.
- Return to the roundtable and turn the train to face west.
- Move the train backwards to just before the (now repaired) broken switch, and turn the train onto the siding that leads toward the south door of the device chamber.
- Switch tracks using the switch control on the dashboard: Once the switch in the cavern is repaired, the control will work properly.
- Enter the drawbridge area in reverse. Use the in/out button to see the train at the drawbridge.
- Exit to the drawbridge.

Drawbridge in Dark Domain

- Back the train up to the drawbridge.
- Use the winch mounted on the back of the train to reach a wooden lever that sticks out below the train near water level. the drawbridge. To use the winch to hit the small toggle on the left of the control panel, then use the lever above it to raise and lower the winch hook. Lower the hook below the wooden lever and pull up. The drawbridge will come down.
- In order to avoid a train wreck, and to prepare for the drill puzzle, return the train to the roundtable. Turn the train to face east, and head back to the (fixed) broken switch cavern. Take the siding that leads to the drawbridge. Pass the drawbridge, and stop the train when the in/out button appears. If you continue forward you will hit a broken rail on the track, and the train will crash, trapping you in the parallel world, and ending the game. You can avoid a wreck if you react quickly to the broken rail and stop the train.

The Broken Rail Cavern

- Exit the train, click on the broken siding to the left to look for a piece of replacement track.
- Click on the toolbox, remove the spike remover. The cursor will change to a spike remover cursor.
- Click the spike remover on the section of undamaged track in the inset to add it to your inventory.
- Click on the broken rail on your track to bring up an inset of the section of broken track.
- Click the spike remover cursor on the spike in the close-up view to remove the section of broken track.

- Click undamaged track on the gap in the rail to repair the track.
- Enter the train and continue to the end of the track.

End of the Track

- Drive to the end of the line.
- Click on the starter button for the drill. The drill will cut through the wall into the unfinished chamber.
- Exit train.
- Exit to the unfinished chamber.

Unfinished Chamber

Enter the unfinished chamber and go to the workbench on the left. Click on the stock of the Ion Cannon, held in a vice on the table. You will enter the cannon building interface.

If you have all the pieces for the Ion Cannon you can complete it here. If you do not have all the pieces, or if you cannot complete it, it will return to it's separate parts in your inventory, until you try and build it again. When you have completed the cannon you are ready to defeat the Dark Being, so exit to the device chamber.

Device Chamber

Walk up the hallway to the north, and click on the south doors to the device chamber. If the valves in the thermal power chamber are set correctly, the doors will open.

Confronting the Dark Being

It all comes down to a battle between good and evil, dark and light, you and the ultimate evil. You must act quickly before you are noticed. The Dark Being is operating his gate device, opening a portal to the lighthouse.

Click the Ion Cannon on the Dark Being. Do it quickly before he notices, and he will be sucked into the bottle. Wait too long, and he will dive into his escape chute and get away, but not before opening the gate to the lighthouse. If he opens the gate, you only have four minutes to get through before it closes, sealing you in the Dark Domain (unless you have a spare power modulation tube.)

Waking Dr. Krick

- Put the brain cap on Dr. Krick.
- Set dial to setting two.
- Shock Dr. Krick three times.
- Dr. Krick wakes up.
- Click on train toolbox.
- Click on rock hammer in toolbox. The rock hammer becomes a cursor.
- Click rock hammer cursor on iron trunk.
- Click on Krick's blueprints, which are added to your inventory.
- If you have collected Amanda and the blueprints, clicked them on Dr. Krick, and opened the gate, Dr. Krick will get up and step through the gate, back to the lighthouse.

This Way to the Exit

- Put modulation tube in place.
- Turn valve.
- Throw lever mounted on floor.
- Throw small lever.
- Turn dynamo.
- Throw large lever on jukebox. Lightning strikes the apparatus and the gate opens.
- Click to exit to the real world.

Solving *Lighthouse* in 41 Easy Steps

Here are the essential steps to complete *Lighthouse*. You won't see the entire game, and you're sure to miss a lot of the fun of undirected exploration this way … but you'll finish fast.

- Complete the introduction at the summer cottage, collecting all of the necessary items available there.
- Enter the lighthouse.
- Trigger Amanda's kidnapping.
- Jump through the gate when it opens and chase after the Dark Being. Wake on the beach.

- Get the message from the bottle.
- Go to the Roost.
- Get the throttle lever from the desk.
- Get Ion Cannon part (ionizer) from the desk.
- Take amulet from Martin.
- Enter the submarine.
- Travel to the wreck.
- Get Ion Cannon part (firing mechanism) from the safe.
- Return to the Roost in the sub.
- Fly the bat to the Temple.
- Fight the Birdman.
- Get Ion Cannon diagram and Ion Cannon part (power supply), and the coordinates to the Dark Domain from the room of Ancient Machines.
- Teleport using the teleport beam in the dome to the lighthouse.
- Open puzzle box. Get Ion cannon part (crystal bottle).
- Repair Dr. Krick's device.
- Go to beach.
- Return to the Roost.
- Get the sub and travel to the Fortress.

- Defeat the fortress monster with the roof cannon.
- Get Ion Cannon part (vacuum pump) from the statue in the watchtower.
- Return to the Temple using the ornithopter.
- Teleport to the Fortress.
- Recover the submarine.
- Travel to the Dark Domain.
- Rescue Amanda from the cage.
- Get Ion Cannon part (barrel) from the volcano crater.
- Repair broken railroad switch.
- Lower drawbridge.
- Repair broken train rail.
- Drill through the wall with the train.
- Assemble the cannon.
- Enter device chamber from the south door.
- Suck Dark Being into bottle.
- Open extra-dimensional gate.
- Return blueprints and Amanda to Dr. Krick.
- Set the time bomb for a big explosion!
- Return to lighthouse after Dr. Krick and Amanda.

the creature

Chapter Four: An Interview with Jon Bock

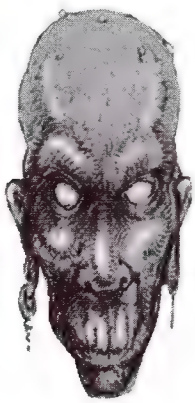
I MET WITH Jon Bock in the eye of the storm that raged around Lighthouse *in the final few weeks between the completion of the game and the pressing of the CD-ROM discs. There were hundreds of details to be dealt with, dialogue to be recorded, missing pieces of art to be added ... and the boss wanted the game out the door yesterday.*

Bock, though, had the preternatural calm of the well-prepared. As was obvious when he recited his resume, Bock, 36, seems perfectly suited to be the designer of a multimedia game.

Corey Sandler: It seems to me that you are one of the first game designers who has formally studied all of the pieces that are involved in the multimedia process.

Jon Bock: I would say that is true. It wasn't chance totally; it was a combination of the natural evolution of a medium and my involvement in storytelling, computers, and art.

CS: Are you an artist putting words to your designs, or are you a writer who draws pictures of the stories you imagine?



JB: I call myself an interactive media designer. I have an art background and I also have a fairly extensive gaming and fantasy role-playing background. I also tend to write. I combined all those talents as well as the knowledge of computer graphics to create *Lighthouse*.

I have been drawing since I was a child and eventually that turned into a bachelor's degree in printmaking from Indiana University and a masters in experimental animation from the California Institute of Art.

I started to animate and then I realized the next step after making things move was to interact with them.

CS: What is your own story?

JB: I grew up near Chicago in Naperville, Illinois. My dad worked for UNIVAC and so I had a lot of early exposure to mainframes and then eventually that evolved into PCs in our house.

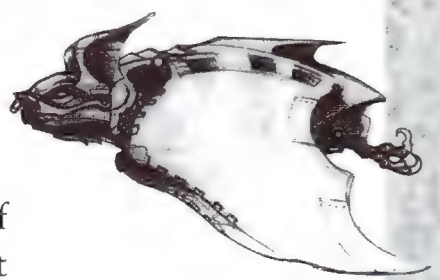
I did a lot of experimentation with computers—writing games, writing graphics programs, and creating interactive art pieces.

I came to Sierra six years ago out of graduate school after spending a little time doing freelance work in LA.

I was the art director on *Outpost* and I was also responsible for quite a bit of the interface design. I also did a lot of design work on a game called *The Island of Dr. Brain*.

CS: Where did you draw your inspiration?

JB: I read a lot of science fiction and fantasy. I drew from things I saw in movies and in books like Captain Nemo's submarine. I was going for making *Lighthouse* an exotic, exciting experience for the player, and in so doing, I tried to make everything visually interesting.



CS: Where does the Dark Domain exist in you?

JB: The catch phrase I like best is a science fiction folk tale.

The Dark Being and his domain represent some of the evils of mankind. I am not trying to pound people with my allegories, but I am trying to let them experience a really entertaining story and at the end say, 'This is saying something about people and nature and technology and how they interrelate.'

If I had to say what the moral of the story is, I would say: take care with technology, take nature seriously, and integrate the two carefully because there is no big hurry.

We are in a big hurry to destroy ourselves. We are just making trouble for ourselves by advancing into technology a little too quickly and suffering the consequences when a little care and examination of what we are doing could make a difference.

CS: In this game, we begin with an apparently well-meaning scientist who toys with the laws of nature to create a device which opens a portal into a troubled parallel world. Which side of the portal is the evil side?

JB: The Dark Being represents unbridled technology. He is ego before common sense. He embodies the bad things just like Satan in Christianity, and he is an evil spirit like Rumplestiltskin or the Grinch Who Stole Christmas or Coyote or any of many traditional bad guys. He is very much a trickster and his entry into the parallel world is actually unexplained.

He is a megalomaniac. He is trouble. Analysis is interesting, but nobody goes into the Grinch's deep psychological reasons for having stolen Christmas.

Where did he come from? He came from some place outside their world too. Maybe he has come into the world to bring back the evils of their past and our present. In the parallel world, they

have already learned by their mistakes. They had a collapse and they are recovering from it and their religion integrates technology into their world.

The Dark Being came into their world the same way he came into the story. You are stopping him from destroying both their society and ours.

CS: Is Dr. Krick a mad scientist?

JB: He is just misunderstood. He is not crazy. He needed the tower, he needed the lens, and he needed the weather conditions at the coast. So the structure of the tower was important to the creation of this laboratory.

He is upset and he is obsessive and he has been rejected by his discipline. My guess is that he has sent a lot of letters to the university asking for research money for hyperspace travel. Nobody would listen to him and he ended up losing his wife and becoming disillusioned with his professional work.

CS: Why in the world would a single father living all by himself in a remote lighthouse abandon his baby and cross through a portal to an unknown world?

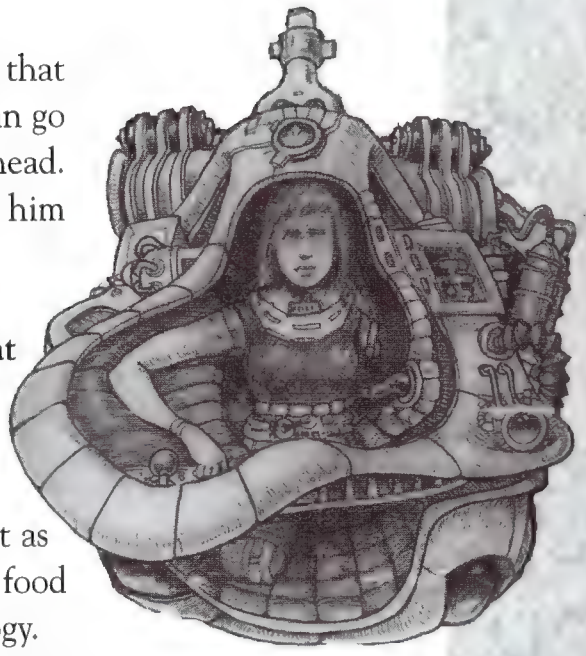
JB: I would have to say he was either irresponsible or not in control of his emotions. When he finally realizes that there is danger, he does call you and ask for help.

CS: Okay, we know some of the obsessional motivation that led Dr. Krick through his side of the portal. Why did the Dark Being come the other way?

JB: The Dark Being is very interested in the toys, the technology. When he sees that the portal is something that he can use to become more powerful he wants it.

CS: Why would he steal baby Amanda?

JB: He steals Amanda to get the information from Dr. Krick that he needs. He wants to be able to leave the gate open so he can go wherever he wants. Dr. Krick has the final information in his head. The Dark Being is trying to get it from him by showing him Amanda in a very compromised situation.



CS: The other side of the portal seems to be a place that mixes technology with nature. What's the story behind their civilization?

JB: They were similar to us. They had a collapse—I picture it as more of an environmental collapse, a plague, a loss of food resources, or changes to the environment caused by technology.

A set of priests find the old machines, get what they want, and keep the rest away from the people until they feel they are ready for it.

The architecture and devices are all meant to reference nature. It is a way of saying they are paying attention to the balance between man's impact on the environment and the environment itself.

That's the state the parallel world is in when the Dark Being comes and starts doing the same thing all over again.

CS: Where does Martin come from?

JB: Martin and Martin's Roost come from fantasy role playing adventures I wrote in the 80s. I was able to pull pieces of the story from past design work and integrate it into *Lighthouse*. I spent a good portion of my teenage years and twenties making this stuff with no commercial return, and now I have sort of proven that it was worth it. So I have a fairly vast body of previously written

designs that I can draw from and expand and make into computer games.

Martin is kind of like Dr. Krick, an isolated inventor living in a tower by himself. In some ways he is sort of a parallel reflection of Dr. Krick.

CS: But he is dead by the hand ...

JB: ... of his own creation, yeah. Dr. Frankenstein.

CS: Why is he dead and Krick alive?

JB: I haven't given that much thought. Martin's invention was corrupted by the Dark Being. (So, too) Dr. Krick's invention could be corrupted by the Dark Being. So Martin was in Dr. Krick's shoes and failed. He knew it was a problem but it happened too late.

He is creating inventions that do the things that human inventions normally do, but he is doing it with a natural twist. He makes a robot, but it is a bird robot ... integrating technology with nature.

CS: Where do the priests come from?

JB: The priests were in charge of making sure that the technologies of the new world were controlled and so they are in a way responsible for the way society will advance through the centuries. In a way that is very much like our own history; in certain periods of the Dark Ages religious sects hid knowledge away.

CS: In the parallel world, the priests are defeated, or at least taken out of the picture, by the Dark Being. Does that make the player God?

JB: You are certainly the savior of the world. The current structure has been defeated. You are there to protect the innocent people like Liryl and Amanda and Dr. Krick in his ignorance. I wouldn't say you are God, but I would say it is up to you to decide the fate of this world.

CS: Who is Liryl?

JB: Liryl is dependent on technology to live but she is held captive by it also.

She is the last vestige of authority that the priests represent. She is there to tell you about the world and to give you the means of saving it, but she herself is relatively powerless. She can't go anywhere. She can't do anything. She is afraid, she is alone.

CS: Tell me about some of the technical magic behind the game.

JB: The number one thing about the game is that it is all 3D animated and rendered. We used Motion Capture technology from Biovision in San Francisco to get all the actions for our characters.

The character animation in particular was a challenge. We used motion capture which is a pretty new technology to get all the actions for our characters.

CS: Which characters used motion capture?

JB: We had one actor, Donald "Kosmo" Hom, do the Birdman, the Dark Being, the fortress monster, and Dr. Krick. He was very talented; he had a lot of experience doing mime and doing some animatronic type stuff where you act like you are a robot. He had martial arts experience and this one actor was able to give each character a unique personality.

You set up a ring of cameras picking up little white cotton balls (on a black suit). A computer takes the input from all the cameras and through triangulation figures exactly where that point is in space.

You end up with a set of numbers which is applied to a skeleton which is sort of an internal animateable structure. Then the skeleton is applied to a specific wire frame. Once you have attached the skeleton to a wire frame then you can animate the character using the skeleton.

The volume of animation and art that we have to produce is pretty exceptional. I wouldn't compare it to "Toy Story" exactly, but by the time we finish the game we will have 30 or 40 CD-ROMs full of art data that was used to create the game.

CS: What's next for you?

JB: I already have so many product ideas I can easily be producing games through the turn of the millennia. I am interested in both simulation and adventure game design. I don't want to create another adventure game right away, but if the demand is great, I will be creating another full-fledged adventure title in the same series *(Lighthouse 2)*.

The *Lighthouse* Team

The following is a collection of short biographical statements from a cross section of the *Lighthouse* team. We were unable to cover everyone involved—that would have been a book in itself.

Oliver Brelsford, Project Manager

I have a wife, two kids, a dog, and a cat. When I'm not spending all my time at my computer, I like to spend time with my family. You'll find us hiking in Yosemite, snorkeling in the South Seas, snowboarding in Lake Tahoe, and mountain biking in the Sierras.

Jonathan Bock, Designer and Art Director

The opportunity to create *Lighthouse* has allowed me to put years of game design and computer art experience to the test. I feel fortunate to have worked with the dedicated and enthusiastic professionals on the *Lighthouse* team. We all learned a lot in the process, and are anxious to move on to even greater challenges. Thank you everyone for your hard work and support.

Susan Frischer, Writer

As the writer for *Lighthouse*, I tried to instill within the dialogue the symbolism of James Joyce, the sensuality of D.H. Lawrence, and the terse power of Ernest Hemingway. Well, ok, I said I tried.

Sean Mooney, Lead Programmer

Actually, I knew someone who pulled a few strings and got me the job here. Before that I was nobody.

William Shockley, Programmer

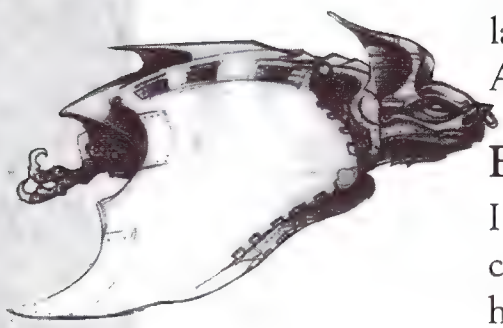
I am a computer jockey with an eye on the future and a cool hand on the joystick. I have a beyond-cool web site at www.roboto.com, where you can learn all about me, my house, my dog, and my family. You can learn about *Lighthouse* there, too. If the code was tough, I did it!

Brian Min, Composer

I love music. I would like to write music for the rest of my life, if God allows. I have a degree in Music Composition from UCLA, so actually that's my bread and butter. In the future, I would like to continue in the multimedia field and begin to explore other areas, such as film and TV.

Craig Denny, Senior Audio Engineer

I have been working for Sierra for four years. I started working on *Phantazmagoria* at our brand new video studio as Prop Manager and Production Assistant. After *Phantaz*, I worked *Police Quest SWAT* as Camera Man, Stage Manager, Prop Manager, and Assistant Director—kind of a one-man show, you might say. The last project at the studio was *The Beast Within*, and now I'm Lead Audio for *Lighthouse*.

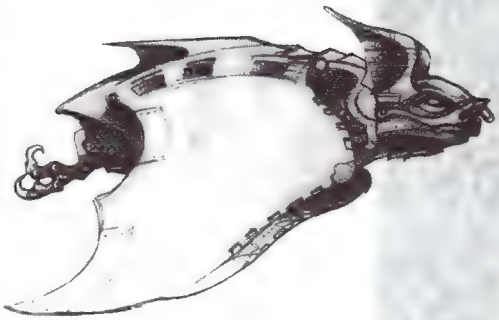


Brian Judy, Alias Senior Artist

I am lead SGI artist for *Lighthouse*. Our team is trying make the characters super-realistic, using state of the art 3D software and hardware. We have also built some of the rooms in the game, and are doing the high-end special effects. Before *Lighthouse*, I created 3D art for *Phantasmagoria*.

Brandee Bauer Prugh, Alias Artist

I've been working at Sierra On-Line for a little over two years as an Alias operator. My first project was *Phantasmagoria*, where I, with several other Alias operators, worked on the 3D backgrounds and special effects for the game. I had a great time working on one animation in particular. It was the "talking puke," as we affectionately called it— a glob of green goo that kind of came to life during the seance. In *Lighthouse*, I worked on the living quarters of the dead inventor in the Roost, and the fortress monster animation with the bridge. In my spare time I can usually be found working out, hiking, and camping.



Donald Waller, Alias Artist

I've been working in the Art Department at Sierra for about five years, doing 2D and 3D art and animation for over a dozen titles including: *Ecoquest, Laura Bow, Space Quest, Hoyle, Leisure Suit Larry, Police Quest, King's Quest, Phantasmagoria*, and currently, *Lighthouse*. When I'm not working I enjoy outdoors activities such as hiking, snowboarding, rock climbing, mountain biking, and also spending time with my beautiful, wonderfully supportive wife, Angela.

Michael Hutchison, Senior 3D Studio Artist

(Mike was too shy to write something self-aggrandizing, so this bio was prepared for him, against his specific instructions.)

Mike has been with Sierra for six years, and has been involved with 3D art production at Sierra from it's beginnings. Mike directed the 3D studio artists and animators on *Lighthouse*, and was responsible for some of our best models including the submarine and the train in the Dark Domain.

Richard Powell, 3D Studio Artist and Character Designer

I'm eight feet tall and have a strong distrust of men with hammers. My home is underground and I can speak to small animals, although I try to avoid it. I married the prettiest girl in the forest, and she gave birth to a bee. When I'm not wrestling Eskimos, I'm looking for New Jersey (the mythical one, not the garden state). I love you all deeply, and am indebted to you for saving my life.

Darvin Atkeson, 3D Studio Artist and Tech Wiz Kid

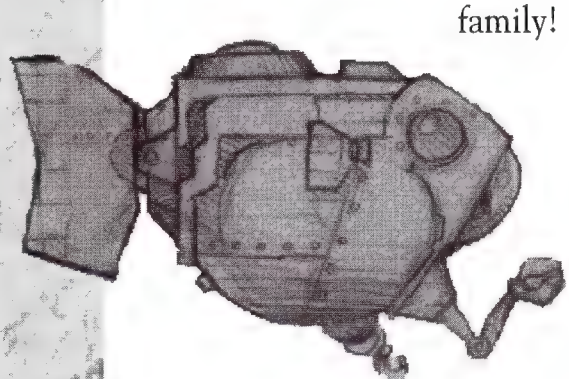
Native Californian and loving it. Most kids hang out in the malls, I hung out in the local Radio Shack, and as a result got hooked on computers. Art was always an interest and getting to combine computers with art as my job was a dream come true. Since Radio Shack carried all the Sierra games, it was inevitable that I would end up here. Contact me at: darvin@sierranet.net

Travis Leonard, 3D Studio Artist and Character Mapping

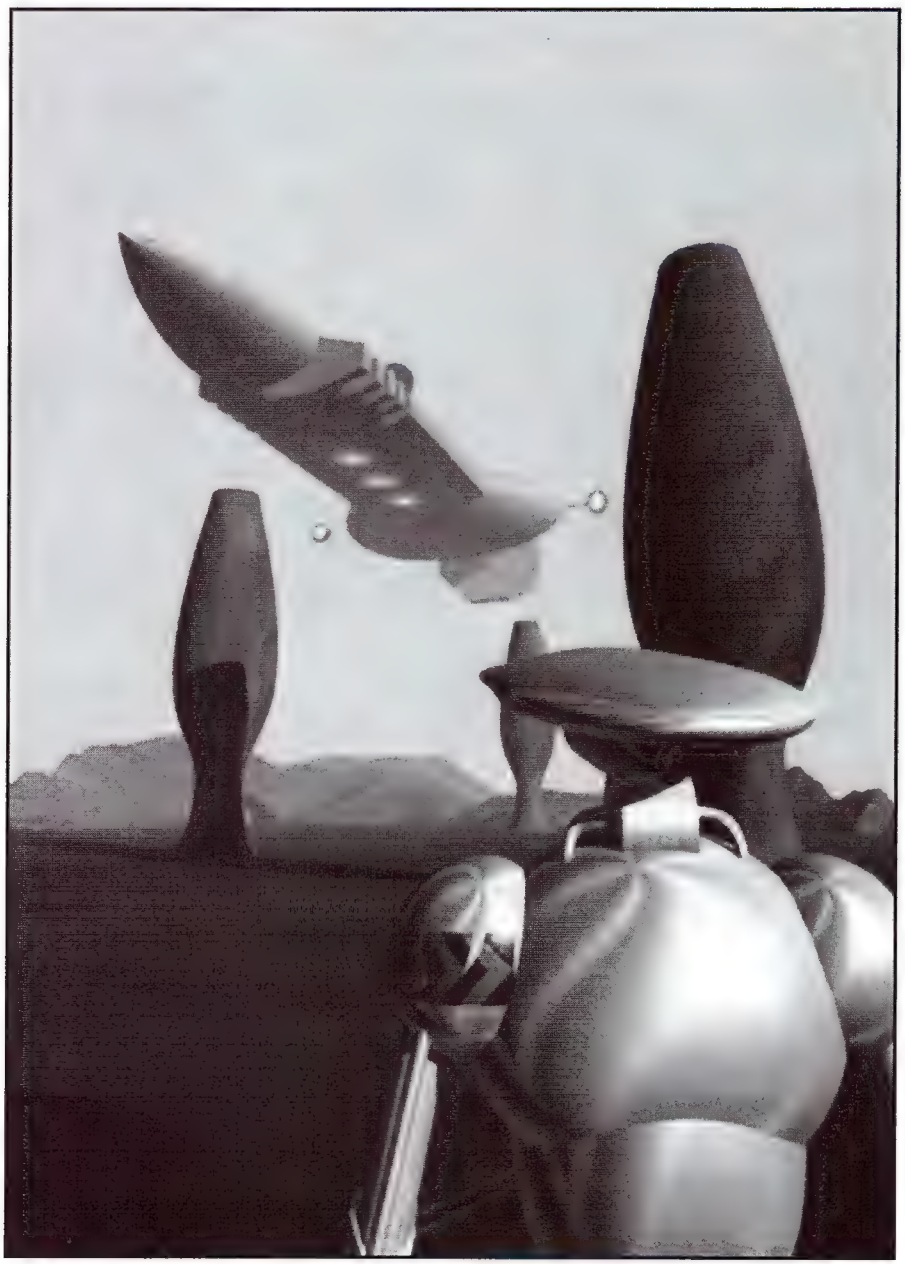
Went to art school, graduated, got job, worked, still working.

Dana Moody, Senior Post-Production Artist

I was born in San Francisco and raised on the coast in a small town called Pacifica. I have a very large family, frequently compared to the San Francisco Zoo.(Arguing and food fights were an everyday occurrence.) My mother, Diane Dean, is a multi-talented artists. All five of us kids are also artists. Dad was the breadwinner. They are all very much a part of me, and I feel lucky to be a part of my family!



CLOAK

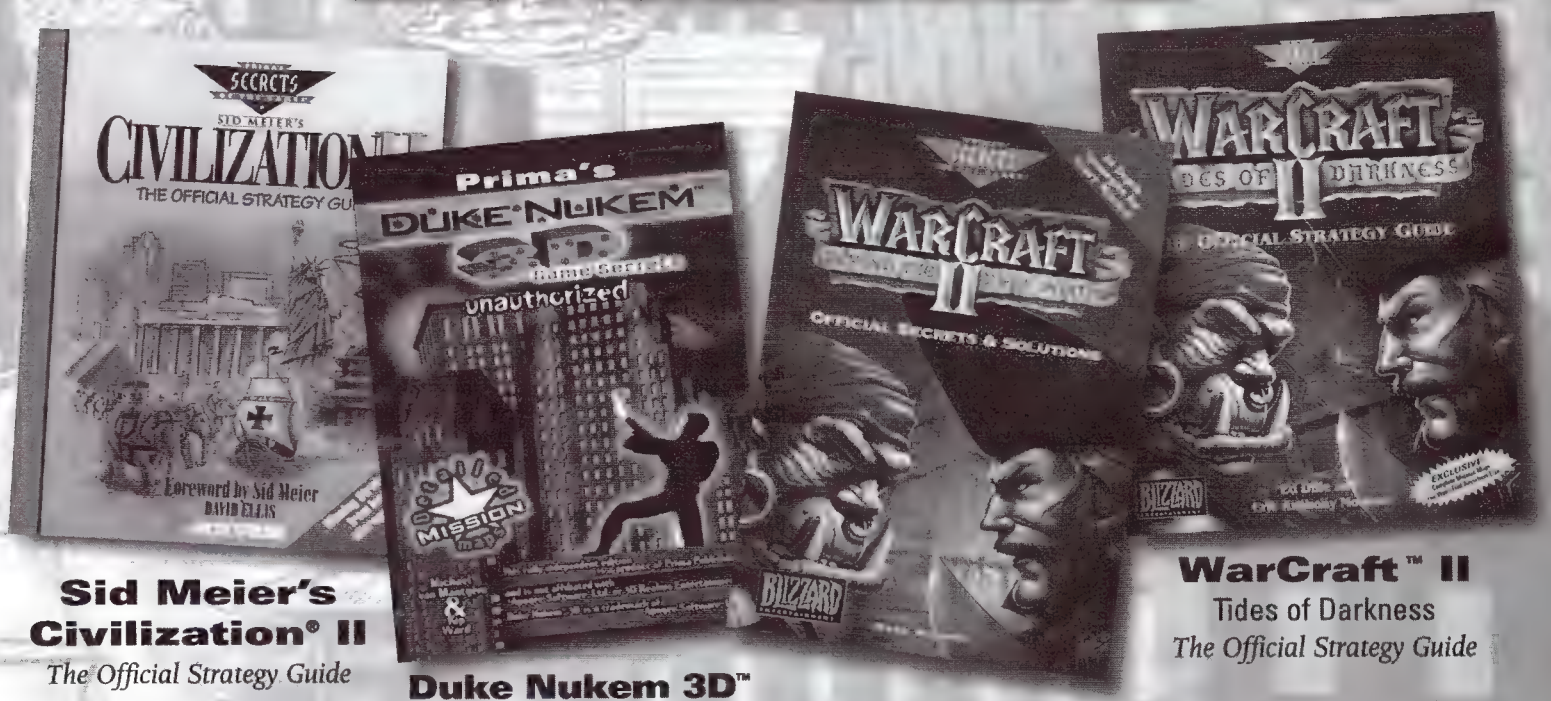


Explore a mysterious alien world and unravel their secrets in this exciting science fiction, espionage thriller.

Coming from Sierra On-line Christmas '96

Prima

The World Leader in



Sid Meier's Civilization® II
The Official Strategy Guide

Leave your everlasting mark on civilization! Imagine what the world would be like if you could personally sculpt history from the dawn of time. Would you build the Roman Empire? Construct the Great Wall of China? Discover a cure for cancer? However you choose to rewrite history, don't make a single decision without consulting this guide.

$19.95
ISBN 1-7615-0106-1
By David Ellis

Duke Nukem 3D™
Unauthorized Game Secrets

You need more than pipebombs and true grit to make it out of L.A. alive and save the earth. What you need are the secrets in this guide. Inside you'll find, detailed maps for every mission, the locations of all secret areas, atom-smashing combat tactics, game-busting cheat codes, and much more.

$12.99
ISBN 0-7615-0783-3
By Michael van Mantgem and Kip Ward

WarCraft™ II
Beyond the Dark Portal
Official Secrets & Solutions

Only a fool would go wading through the fetid swamps of the Orcish homeland unprepared. Before you venture beyond the Dark Portal and into the twisted terrain of 24 new missions, you'd better have this guide. With this book's brutal strategies, you'll fit right in.

$14.99
ISBN 0-7615-0787-6
By Mark Walker

WarCraft™ II
Tides of Darkness
The Official Strategy Guide

No matter which side they choose, this guide will keep gamers on the victorious end of the pounding, pillaging, and plundering! From Zeppelins to Gryphon Riders, it's easy to build impermeable defenses and launch brutal assaults when you've got this book!

$19.95
ISBN 0-7615-0188-6
By Ed Dille

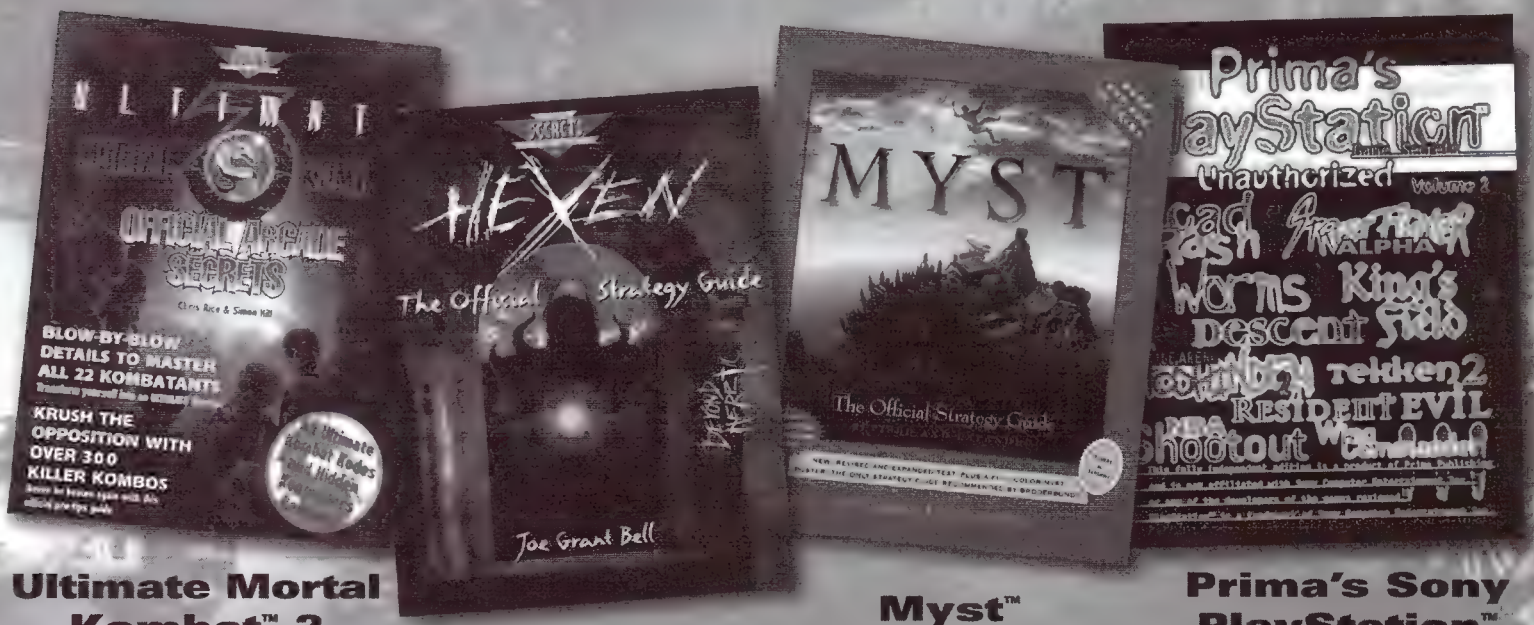
PRIMA'S SECRETS OF THE GAMES

Prima Publishing
PO Box 629000 • El Dorado Hills, CA 95762
To Order Call 1•800•531•2343

Secrets of the Games® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.

Publishing

Electronic Entertainment Books!



Ultimate Mortal Kombat™ 3

Official Arcade Secrets

The ultimate showdown awaits, and this guide is your ultimate source of UMK3 knowledge! It reveals ALL ultimate kombat kodes and hidden kontenders, blow-by-blow details to master all 22 kombatants, more than 300 killer kombos that will allow you to crush the opposition, and the lowdown on playing UMK3 on the Sega Saturn.

$9.99
ISBN 0-7615-0586-5
By Chris Rice and Simon Hill

Hexen™

The Official Strategy Guide

Enter the ultimate sword and sorcery battlefest that is Hexen! Destroy the Serpent Rider, and restore order to the Chronos dimension before it's too late! Whether players do battle as the mage, cleric, and fighter, this guide has what they need to complete their mission!

$19.95
ISBN 1-7615-0388-9
By Joe Bell Grant

Myst™

The Official Strategy Guide, Revised and Expanded Edition

In this #1 bestselling, ultimate, authoritative source for answers and information about Myst Island and the Ages of Myst, gamers will find a complete fictionalized walkthrough of Myst, detailed information about the many puzzles, screen images of the most important locations, and much more!

$19.95
ISBN 0-7615-0102-9
By Rick Barba and Rusel DeMaria

Prima's Sony PlayStation™ Game Secrets

The Unauthorized Edition Vol. 2

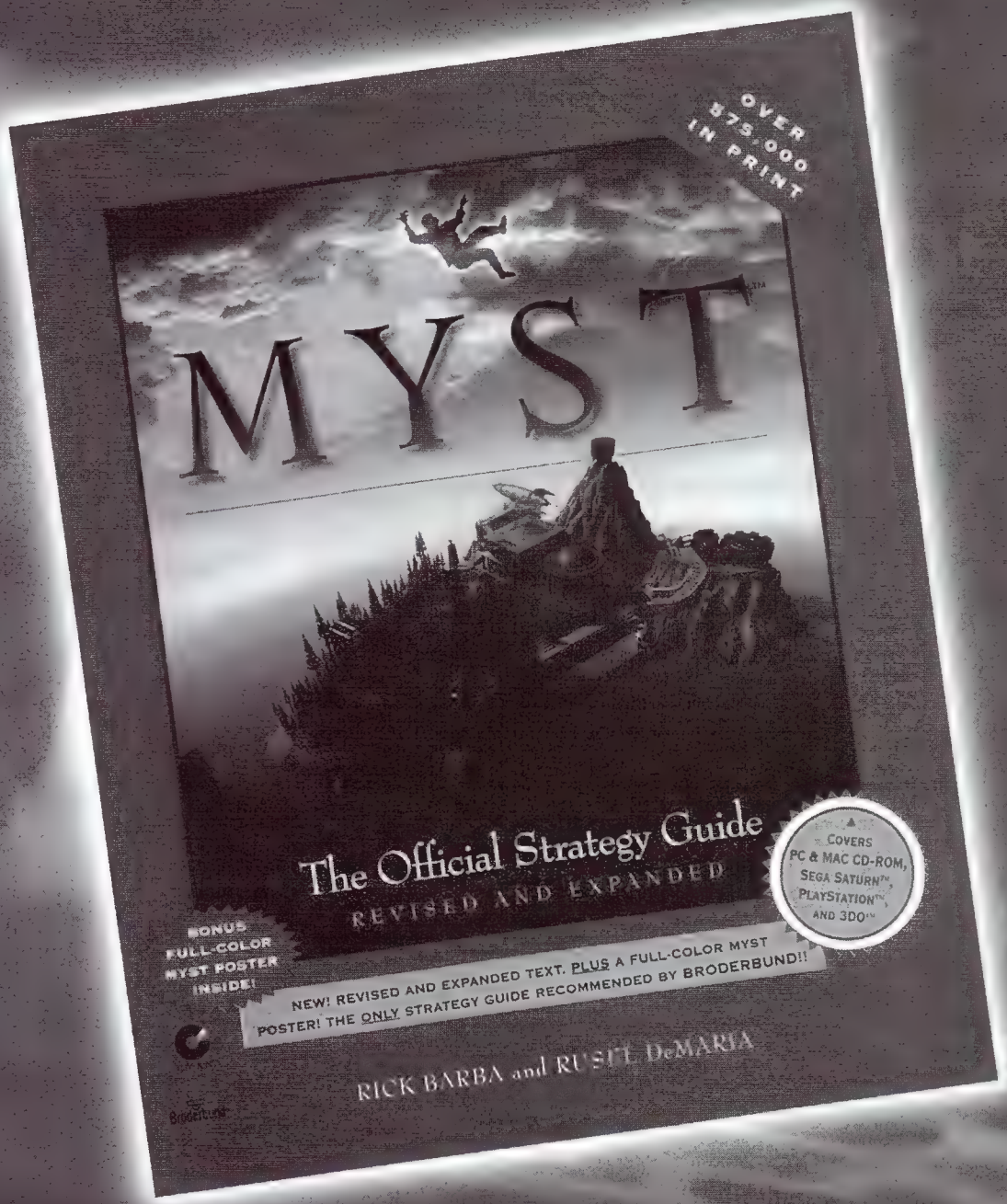
The Sony PlayStation is an electronic adrenaline rush of state-of-the-art gameplay, and this book is your definitive guide to all the pulse-pounding action. Whether you're into reflex-testing arcade games, martial arts mayhem, sports, war games, or role-playing, this compendium is packed with inside information you won't find anywhere else.

$12.99
ISBN 0-7615-0515-6
By Prima Creative Services, Vince Matthews, and Douglas R. Brumley

PRIMA'S SECRETS OF THE GAMES

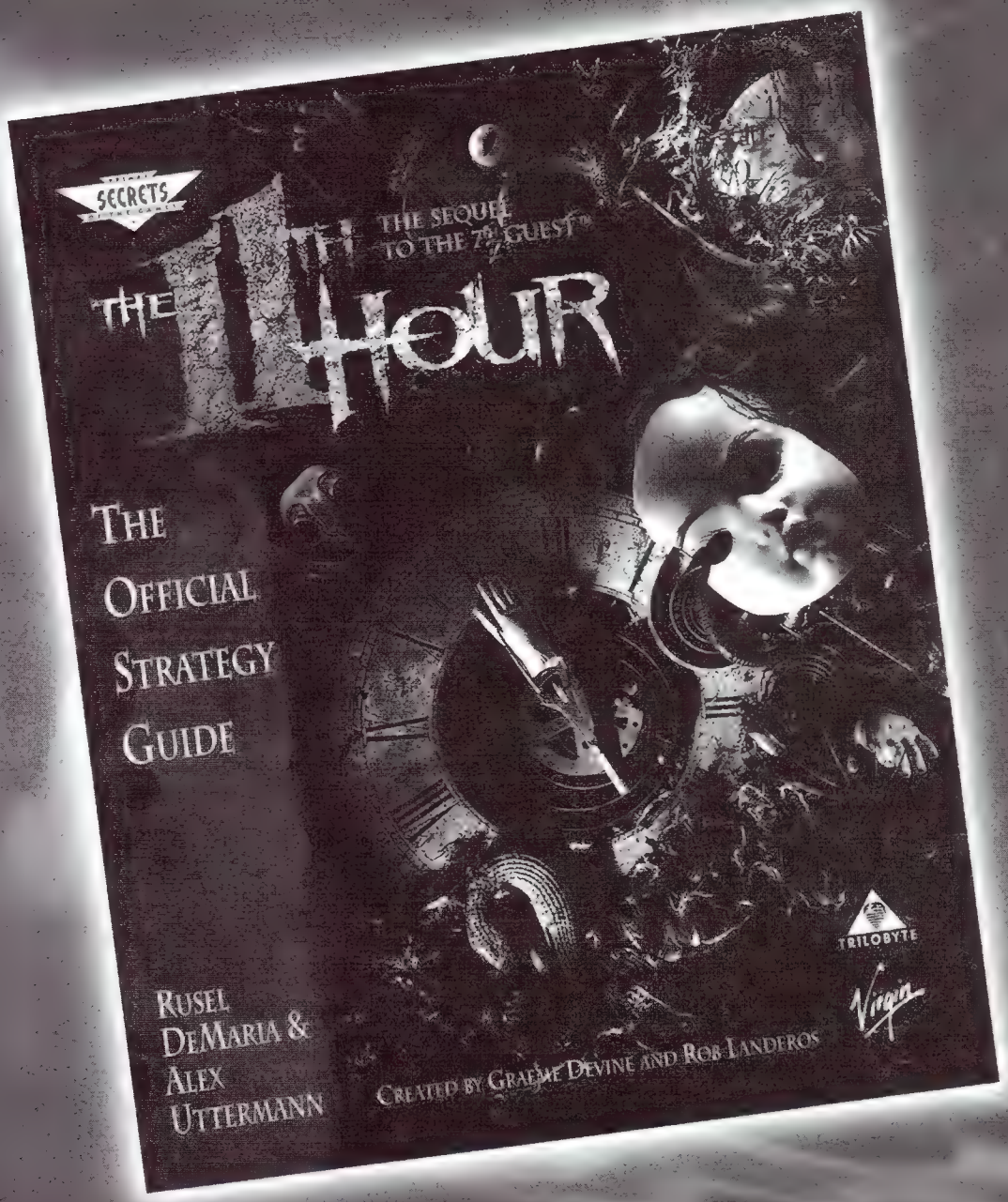
Include your VISA or Mastercard number, expiration date, and your name and address. Please add $4.00 shipping and handling for the first book, ($1.00 for each additional book) in the U.S. (California residents add 7.25% sales tax, Tennessee residents add 8.25% sales tax, Maryland residents add 5% sales tax, Indiana residents add 5% sales tax). Allow 2-3 weeks for delivery. Canadian orders please add $6.00 shipping and handling ($1.00 for each additional book) and 7% GST. U.S. funds only, please.

Prima's Secrets of the Games® series is distributed in the UK and EEC by BOXTREE LTD. Look for Prima books at your local bookshop, or order directly through Littlehampton Book Services. Tel. 44 (0) 1903 732596 Fax 44 (0) 1903 730914 *Access, Visa and Mastercard accepted.*


OVER 575,000 IN PRINT
MYST
The Official Strategy Guide
REVISED AND EXPANDED
COVERS PC & MAC CD-ROM, SEGA SATURN™, PLAYSTATION™, AND 3DO™
BONUS FULL-COLOR MYST POSTER INSIDE!
NEW! REVISED AND EXPANDED TEXT. PLUS A FULL-COLOR MYST POSTER! THE ONLY STRATEGY GUIDE RECOMMENDED BY BRODERBUND!!
RICK BARBA and RUSEL DeMARIA
Broderbund

to order, call prima at
1-800-531-2343

PRIMA PUBLISHING



to order, call prima at 1-800-531-2343

PRIMA PUBLISHING

Computer Game Books

1942: The Pacific Air War—The Official Strategy Guide	$19.95
The 11th Hour: The Official Strategy Guide	$19.95
The 7th Guest: The Official Strategy Guide	$19.95
Aces Over Europe: The Official Strategy Guide	$19.95
Across the Rhine: The Official Strategy Guide	$19.95
Alone in the Dark 3: The Official Strategy Guide	$19.95
Armored Fist: The Official Strategy Guide	$19.95
Ascendancy: The Official Strategy Guide	$19.95
Buried in Time: The Journeyman Project 2—The Official Strategy Guide	$19.95
CD-ROM Games Secrets, Volume 1	$19.95
CD-ROM Games Secrets, Volume 2	$19.99
CD-ROM Classics	$19.99
Caesar II: The Official Strategy Guide	$19.95
Celtic Tales: Balor of the Evil Eye—The Official Strategy Guide	$19.95
Cyberia: The Official Strategy Guide	$19.95
Cyberia2: The Official Strategy Guide	$19.99
Dark Seed II: The Official Strategy Guide	$19.95
Descent: The Official Strategy Guide	$19.95
Descent II: The Official Strategy Guide	$19.99
DOOM Battlebook	$19.95
DOOM II: The Official Strategy Guide	$19.95
Dragon Lore: The Official Strategy Guide	$19.95
Dungeon Master II: The Legend of Skullkeep—The Official Strategy Guide	$19.95
Fleet Defender: The Official Strategy Guide	$19.95
Frankenstein: Through the Eyes of the Monster—The Official Strategy Guide	$19.95
Front Page Sports Football Pro '95: The Official Playbook	$19.95
Fury3: The Official Strategy Guide	$19.95
Hell: A Cyberpunk Thriller—The Official Strategy Guide	$19.95
Heretic: The Official Strategy Guide	$19.95
I Have No Mouth, and I Must Scream: The Official Strategy Guide	$19.95
In The 1st Degree: The Official Strategy Guide	$19.95
Kingdom: The Far Reaches—The Official Strategy Guide	$14.95
King's Quest VII: The Unauthorized Strategy Guide	$19.95
The Legend of Kyrandia: The Official Strategy Guide	$19.95
Lords of Midnight: The Official Strategy Guide	$19.95
Machiavelli the Prince: Official Secrets & Solutions	$12.95
Marathon: The Official Strategy Guide	$19.95
Master of Orion: The Official Strategy Guide	$19.95
Master of Magic: The Official Strategy Guide	$19.95
MechWarrior 2: The Official Strategy Guide	$19.95
Microsoft Arcade: The Official Strategy Guide	$12.95
Microsoft Flight Simulator 5.1: The Official Strategy Guide	$19.95
Microsoft Golf: The Official Strategy Guide	$19.95
Microsoft Space Simulator: The Official Strategy Guide	$19.95
Might and Magic Compendium: The Authorized Strategy Guide for Games I, II, III, and IV	$19.95
Mission Critical: The Official Strategy Guide	$19.95
Myst: The Official Strategy Guide	$19.95
Online Games: In-Depth Strategies and Secrets	$19.95
Oregon Trail II: The Official Strategy Guide	$19.95
Panzer General: The Official Strategy Guide	$19.95
Perfect General II: The Official Strategy Guide	$19.95
Prince of Persia: The Official Strategy Guide	$19.95
Prisoner of Ice: The Official Strategy Guide	$19.95
The Residents: Bad Day on the Midway— The Official Strategy Guide	$19.95
Return to Zork Adventurer's Guide	$14.95
Ripper: The Official Strategy Guide	$19.99

Romance of the Three Kingdoms IV: Wall of Fire—The Official Strategy Guide	$19.95
Shannara: The Official Strategy Guide	$19.95
Sid Meier's Civilization, or Rome on 640K a Day	$19.95
Sid Meier's Civilization II: The Official Strategy Guide	$19.99
Sid Meier's Colonization: The Official Strategy Guide	$19.95
SimCity 2000: Power, Politics, and Planning	$19.95
SimEarth: The Official Strategy Guide	$19.95
SimFarm Almanac: The Official Guide to SimFarm	$19.95
SimLife: The Official Strategy Guide	$19.95
SimTower: The Official Strategy Guide	$19.95
Stonekeep: The Official Strategy Guide	$19.95
SubWar 2050: The Official Strategy Guide	$19.95
Terry Pratchett's Discworld: The Official Strategy Guide	$19.95
Thunderscape: The Official Strategy Guide	$19.95
TIE Fighter Collector's CD-ROM: The Official Strategy Guide	$19.99
Under a Killing Moon: The Official Strategy Guide	$19.95
WarCraft: Orcs & Humans Official Secrets & Solutions	$9.95
WarCraft II: Tides of Darkness—The Official Strategy Guide	$19.99
Warlords II Deluxe: The Official Strategy Guide	$19.95
Werewolf Vs. Commanche: The Official Strategy Guide	$19.95
Wing Commander I, II, and III: The Ultimate Strategy Guide	$19.95
X-COM Terror From The Deep: The Official Strategy Guide	$19.95
X-COM UFO Defense: The Official Strategy Guide	$19.95
X-Wing Collector's CD-ROM: The Official Strategy Guide	$19.95

Video Game Books

3DO Game Guide	$16.95
Battle Arena Toshinden Game Secrets: The Unauthorized Edition	$12.95
Behind the Scenes at Sega: The Making of a Video Game	$14.95
Breath of Fire Authorized Game Secrets	$14.95
Breath of Fire II Authorized Game Secrets	$14.95
Complete Final Fantasy III Forbidden Game Secrets	$14.95
Donkey Kong Country Game Secrets the Unauthorized Edition	$9.95
Donkey Kong Country 2—Diddy's Kong Quest Unauthorized Game Secrets	$12.99
EA SPORTS Official Power Play Guide	$12.95
Earthworm Jim Official Game Secrets	$12.95
Earthworm Jim 2 Official Game Secrets	$14.95
GEX: The Official Power Play Guide	$14.95
Killer Instinct Game Secrets: The Unauthorized Edition	$9.95
Killer Instinct 2 Unauthorized Arcade Secrets	$12.99
The Legend of Zelda: A Link to the Past—Game Secrets	$12.95
Lord of the Rings Official Game Secrets	$12.95
Maximum Carnage Official Game Secrets	$9.95
Mortal Kombat II Official Power Play Guide	$9.95
Mortal Kombat 3 Official Arcade Secrets	$9.95
Mortal Kombat 3 Official Power Play Guide	$9.95
NBA JAM: The Official Power Play Guide	$12.95
Ogre Battle: The March of the Black Queen—The Official Power Play Guide	$14.95
Parent's Guide to Video Games	$12.95
PlayStation Game Secrets: The Unauthorized Edition, Vol. 1	$12.99
Secret of Evermore: Authorized Power Play Guide	$12.95
Secret of Mana Official Game Secrets	$14.95
Street Fighter Alpha—Warriors' Dreams Unauthorized Game Secrets	$12.99
Ultimate Mortal Kombat 3 Official Arcade Secrets	$9.99
Urban Strike Official Power Play Guide, with Desert Strike & Jungle Strike	$12.95

To Order Books

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____
_____	_____	$ _____	$ _____

Shipping and Handling depend on Subtotal.

Subtotal	Shipping/Handling
$0.00–$14.99	$3.00
$15.00–$29.99	$4.00
$30.00–$49.99	$6.00
$50.00–$99.99	$10.00
$100.00–$199.99	$13.50
$200.00+	Call for Quote

Foreign and all Priority Request orders:
Call Order Entry department
for price quote at 916/632-4400

This chart represents the total retail price of books only (before applicable discounts are taken).

Subtotal $ _____

Deduct 10% when ordering 3-5 books $ _____

7.25% Sales Tax (CA only) $ _____

8.25% Sales Tax (TN only) $ _____

5.0% Sales Tax (MD and IN only) $ _____

Shipping and Handling* $ _____

Total Order $ _____

By Telephone: With MC or Visa, call 800-632-8676, 916-632-4400. Mon-Fri, 8:30-4:30.
WWW {http://www.primapublishing.com}

Orders Placed Via Internet E-mail {sales@primapub.com}

By Mail: Just fill out the information below and send with your remittance to:

Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677

My name is _____

I live at _____

City _____ State _____ Zip _____

MC/Visa# _____ Exp. _____

Check/Money Order enclosed for $ _____ Payable to Prima Publishing

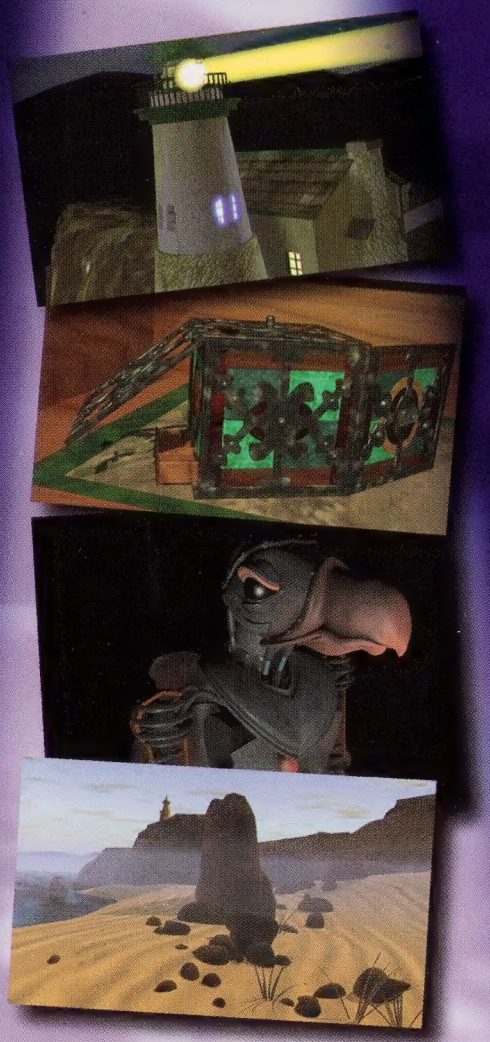
Daytime Telephone _____

Signature _____

U.S. $19.99
Can. $27.95
U.K. £15.99

Electronic Entertainment

Includes an interview with Lighthouse developer, Jon Bock!



When you're an alien in another world, you need guidance...

A mechanical Birdman, otherworldly gadgets, and a sinister Dark Being—these are but a few of the stumbling blocks to solving the mystery of the disappearance of eccentric Dr. Krick and baby Amanda.

Whether you need a gentle nudge or outright solutions, *Lighthouse: The Official Strategy Guide* has it:

- The whole story, including character backgrounds
- Blow-by-blow walkthroughs of every section
- Diagrams and puzzle schematics
- All the little secrets that make the game extra-excellent!

The forces of light and dark are pitted against each other in a fight for the world. Don't let the light go out!

Corey Sandler is one of the game industry's most successful authors, having written more than 90 books, including *The Beast Within Official Player's Guide*. Sandler lives on the island of Nantucket in Massachusetts.

ISBN 0-7615-0874-0

9 780761 508748 51999 >

PRIMA'S SECRETS OF THE GAMES

Secrets of the Games®
A Registered Trademark of Prima Publishing

Platform: PC and Macintosh

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!